Commander-In-Chief
Quick Start Guide

Object Of The Game:
Commander-In-Chief is a strategy war game for two (to four) players.

The object of the game is to capture your opponent's Commander.
(See Game Rules for additional options and complete game details)

Board Set Up:
The board set up for Commander-In-Chief is unique in that
a traditional eight square by eight square dark and light colored checkerboard is orientated in a diamond shape.

There are eight independent directions in which an object can move about the board as detailed below (O – Object).
(F – Forward, FL – Forward Left, FR – Forward Right, L – Left, R – Right, B – Backward, BL – Backward Left and BR – Backward Right)

The battlefields of the game are Through the Air, On Land and In the Sea.
The playing pieces can only move within their designated battlefields.

The top fifteen and bottom fifteen squares of the board represent the Land areas as detailed below (L – Land).
The thirty four remaining squares of the board represent the Sea areas.
While each square uniquely represents either a Land area or a Sea area of the board,
every square (Land or Sea) simultaneously represents an Air area of the board.

The thirty playing pieces are set up on the game board in their starting positions as detailed below.
(C – Commander, F – Fighter, T – Tank, B – Bomber, S – Submarine, H – Helicopter, A – Amphibian, D – Destroyer)
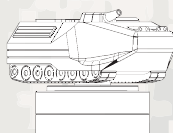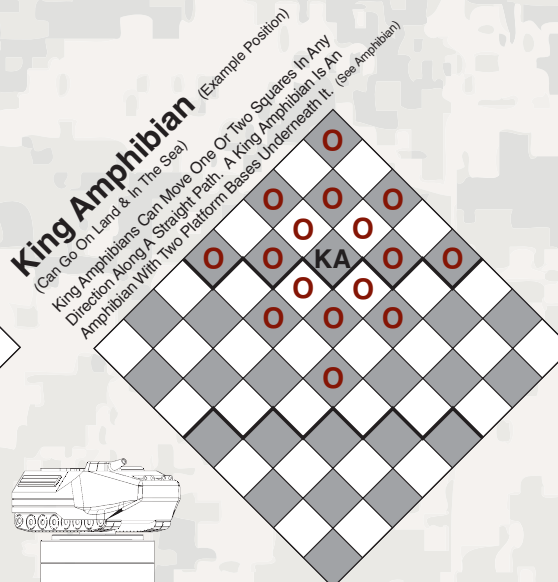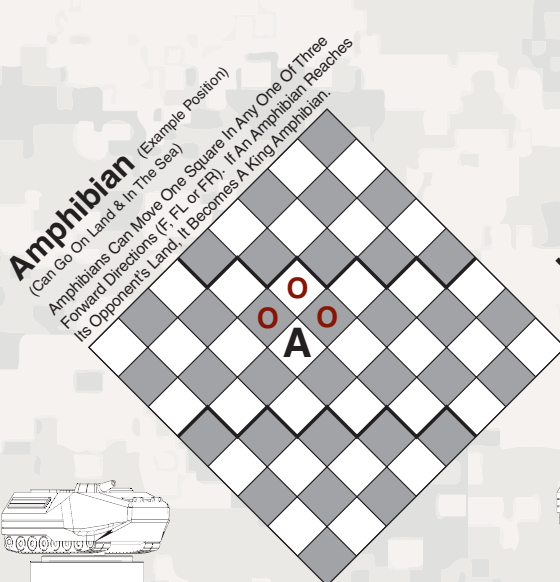
The Game Board
(Object Directional Movements & The Land Areas)

The Game Board
(The Playing Pieces In Their Starting Positions)
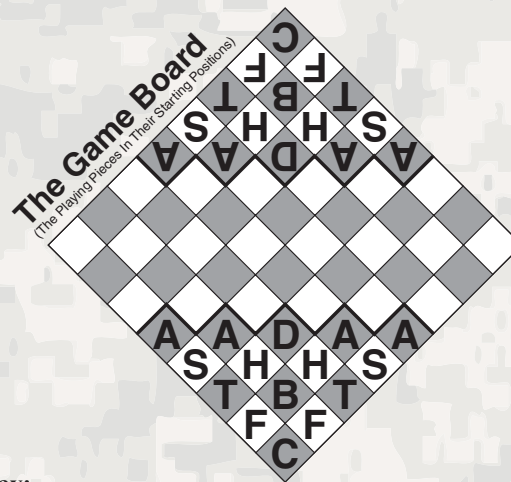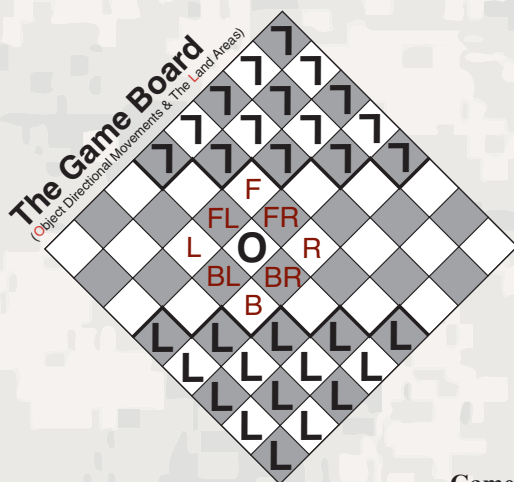
Game Play:
When ready, the players take alternating turns moving their playing pieces one by one about the board, either to an unoccupied square or
to an opponent occupied square, and in the latter case, capturing and removing opponent's playing piece from that square and the game.

Play continues, turn by turn, until one player (team) achieves the game's objective. If not, the game ends in a draw.

Playing Piece Moves:
The playing pieces move according to their abilities to ANY of the available object squares as in the examples detailed below.
Some playing pieces can jump (Go Under or Go Over); others cannot be jumped. Jumping playing pieces does not result in their capture.

Amphibian (Example Position)
(Can Go On Land & In The Sea)
Amphibians Can Move One Square In Any
Forward Directions (F, FL or FR). If An Amphibian Reaches
Its Opponent's Land, It Becomes A King Amphibian.

King Amphibian (Example Position)
(Can Go On Land & In The Sea)
King Amphibians Can Move One Or Two Squares In Any
Direction Along A Straight Path. A King Amphibian Is An
Amphibian With Two Platform Bases Underneath It. (See Amphibian)

Playing Piece Moves Continued:

|	
+	Can Jump (Go Under or Go Over)
−	Cannot Be Jumped
±	Can Jump AND Cannot Be Jumped

Submarine (Example Position) +
(Can Go In The Sea AND Can Go Under)

Submarines Can Move One Or Two Squares In Any One Of Six Directions Along A Straight Path, Either Horizontally To The Players Or Diagonally To The Players. Their First Move Of The Game Must Be One Square Forward (F).
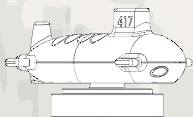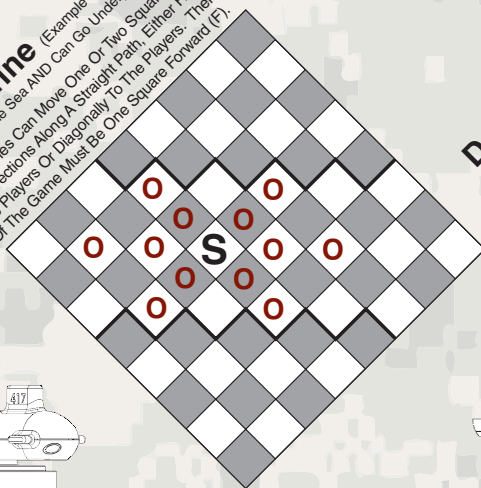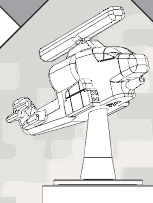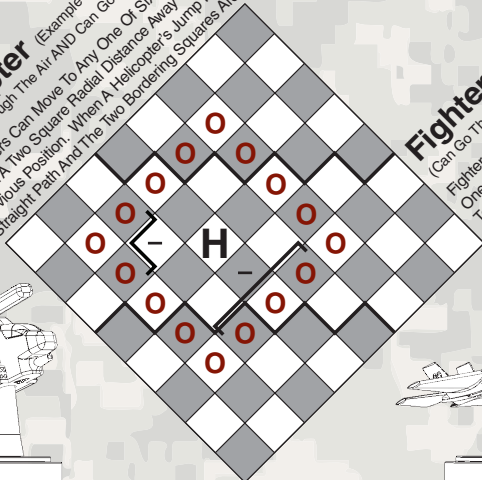
Destroyer (Example Position)
(Can Go In The Sea)

Destroyers, Also Known As Commanders Of The Sea, Can Move One Square In Any Direction. Their First Move Of The Game Must Be One Square In Any One Of Three Forward Directions (F, FL or FR).
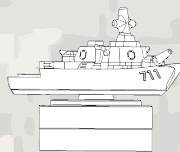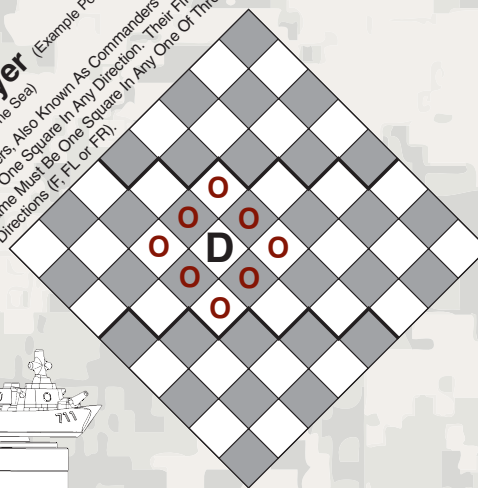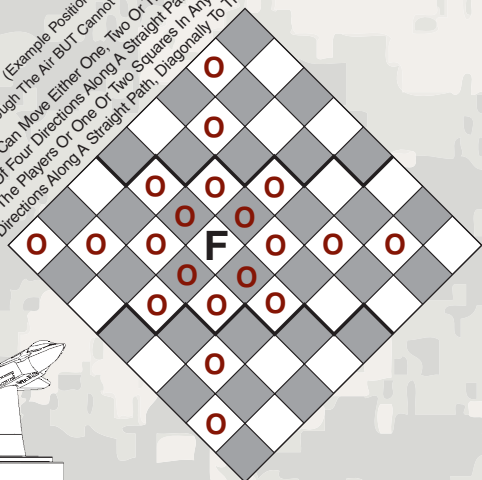
Tank (Example Position) −
(Can Go On Its Own Land Only AND Cannot Be Jumped)

Tanks Can Move One Or Two Squares In Any One Of Four Directions Along A Straight Path, Diagonally To The Players. (No Single Example Shows All Available Moves)
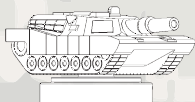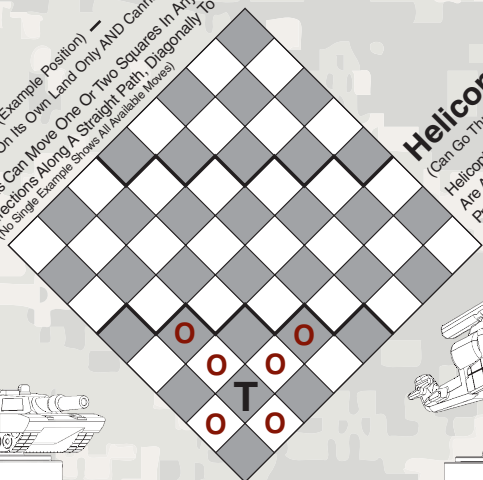
Helicopter (Example Position) +
(Can Go Through The Air AND Can Go Over)

Helicopters Can Move To Any One Of Sixteen Squares That Are At A Two Square Radial Distance Away From Their Previous Position. When A Helicopter's Jump Is Blocked, The Straight Path And The Two Bordering Squares Are Blocked.

Fighter (Example Position)
(Can Go Through The Air BUT Cannot Go Over)

Fighters Can Move Either One, Two Or Three Squares In Any One Of Four Directions Along A Straight Path, Orthogonally To The Players Or One Or Two Squares In Any One Of Four Directions Along A Straight Path, Diagonally To The Players.

Bomber (Example Position) ±
(Can Go Through The Air, Can Go Over AND Cannot Be Jumped)

Bombers Can Move Either One, Two Or Three Squares In Any One Of Four Directions Along A Straight Path, Orthogonally To The Players Or One Or Two Squares In Any One Of Four Directions Along A Straight Path, Diagonally To The Players.
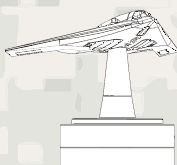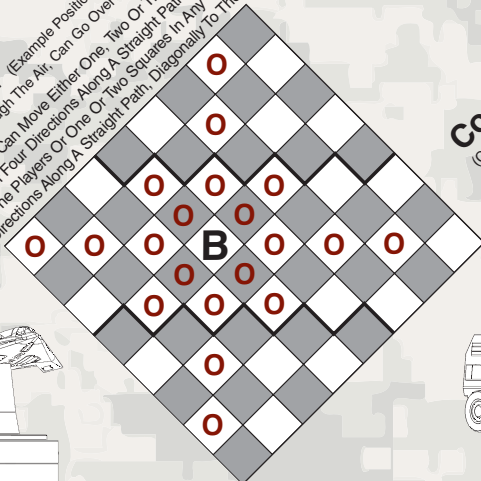
Commander (Two Example Positions)
(Can Go On Land & In The Sea)

Commanders Are Amphibious Vehicles That Can Move Either One Or Two Squares In Any Direction, On Their Own Land & In The Sea Or One Or Two Squares In Any Direction Along A Straight Path, On Their Opponent's Land. All Movements Between Land And Sea Are One Square Moves. (No Single Example Shows All Available Moves)

For Additional Game Play Options and Much, Much More Visit www.Commander-In-Chief.com