

Cheapass Games Presents  
**FIGHTOPIA!**  
A Free Board Game by James Ernest and Mike Selinker

Imagine: It's the future! There are giant robots that fight each other constantly in epic battles on windswept and desolate plains. Society as we know it has crumbled and technology has changed the face of warfare forever. Doesn't that sound cool?

**Setup:**

Fightopia is a chessboard game that uses three sizes of piece: **Pawns**, **Tanks** and **Giants**. You can use whatever you like for pieces; we like those clicky battle robots.

**Pieces:**

Set up the pieces as shown below. Determine randomly who will go first. (Or, let White go first and determine randomly who will be White.)

Pieces don't capture like they do in chess, and they never move into occupied spaces. Instead, they can move and kill each other as follows:

**Pawns:** These are ubiquitous and disposable ground troops. Pawns move one square in any direction, orthogonally or diagonally (like Kings in Chess). Pawns can't kill anything.

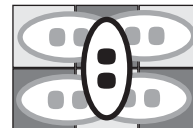
**Giants:** Giants occupy four squares. They move like Pawns, one square in any direction. All the squares in the new position must be clear. Pawns are too small and quick for Giants to kill; however, Giants **can** kill Tanks. If a Giant shares at least one edge (i.e., not just a corner) with an enemy Tank, the Giant can kill the Tank (remove the Tank from the board) as its move.

**Tanks:** Tanks occupy two squares. These are the most complex pieces because they move strangely, and they can shoot. A Tank can make one of the following moves: **1:** Along its long axis, it can move one or two spaces (forward or backward). **2:** Around either of its two ends, it can pivot 90 degrees. Both of these moves require that the space(s) be clear.

Instead of moving, a Tank can **shoot** the nearest enemy Pawn in either direction along its long axis (imagine guns coming out the front and back of the Tank.) The Tank can't shoot through obstacles, and can't shoot anything but enemy Pawns. If you have legal targets on either side, you can shoot either one of them. The diagrams below illustrate the three capabilities of Tanks.



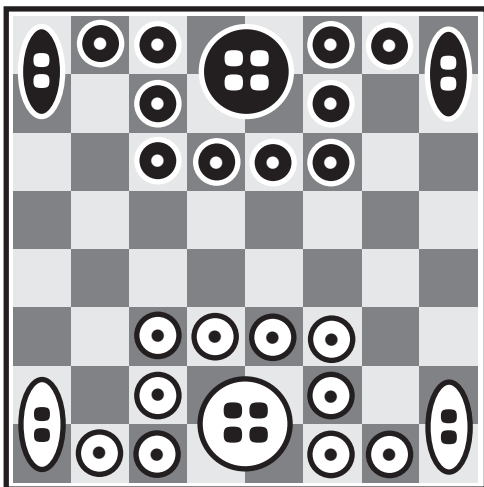
MOVE



PIVOT



SHOOT



**Game Objective:**

To win, you must be the first player to accomplish either of these two goals: You must either move your Giant all the way across the board, or kill both of your opponent's Tanks. In either case, you win.

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