

ADVANCED CHECKERS 2

express edition

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WHAT IS ALL THIS?

This is the Advanced Checkers 2 express edition rulesheet. It's the rulebook where the rules for Advanced Checkers 2 express edition live.

If you're interested in learning more about the full version of Advanced Checkers 2 or buying a copy of the express edition, check out the game on itch.io!



<https://hyperlibrary.itch.io/ac2-ee>



AC2 is a vaguely strategic roleplaying game for 2 players about flirting, girls, & the inherent sexual tension of an 8x8 grid (it's absolutely *flooring*, you'll see).

This is one of those games made to fulfill a real-world purpose. That's right, this is one of those big-brained *Serious Games* that so much ink was spilled over when there was some contention over whether or not games were art (eventually we all just got very tired & dropped the matter).

This game was made with the goal of teaching lesbians how to flirt, because, God, our community needs it. You don't have to be lesbian/sapphic/queer or a woman to enjoy the game, especially given the breadth of adjacent & adjunct identities.

AC2 can be played with any standard checkers set, pens, paper, & just a bit of tape. You & an opponent will take on the roles of two lesbians who are very attracted to one another as they try to figure out how to express

their desires. A single game takes 15-45 minutes to play— things can go as easily or as excruciatingly as you like.

You & your opponent gain points by taking each other's checkers, reflecting the growing overtness of your romantic advances. After having scored exactly 11 points, your character has effectively communicated their interest & can end (*or prolong*) the encounter as they wish.

However, if your score is ever higher than 11, your character has come on too strong or awkwardly. This results in your character getting too flustered, frightened, or feckless to initiate anything, & your opponent getting to determine how the encounter ends (*or doesn't*).

AC2 is just as much about outmaneuvering your opponent as it is about concealing your own movements. Watch your opponent carefully, you stand to learn more than you might expect by catching sight of a hesitant decision, pursed lips, or a slight tremble.

QUICK START

1. Before anything else, both players should agree on an MPA film rating (G, PG, PG-13, R, etc.) for the contents of this game.
2. Choose a scenario, or create your own by deciding who/what/when/where the characters are. In any scenario or setting, the characters must be lesbians.
3. Each player should fill out a character sheet.
4. Set up the board by placing your pieces *in any order* on the 12 black squares on the side of the board furthest from your opponent.
5. Whoever wants it most moves first.
6. On your turn, follow the flow chart to the right.

MOVING CHECKERS

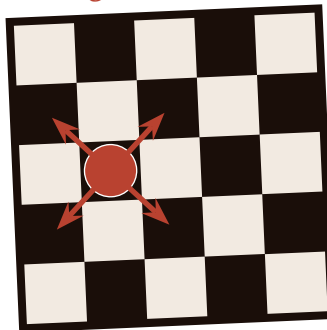
On your turn, you must move one of your checkers into a valid space. Valid spaces for movement are:

- Black squares
- Diagonally adjacent from the square which one of your checkers is on

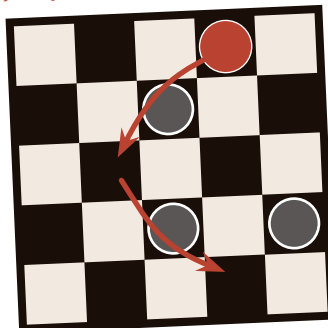
If one of your opponent's checkers is in a valid space, you may "jump" that checker by moving your checkers onto the next valid space diagonally beyond it. You may jump multiple of your opponent's checkers in a single move.

If there are no open spaces diagonally beyond your opponent's checker, you may not jump it.

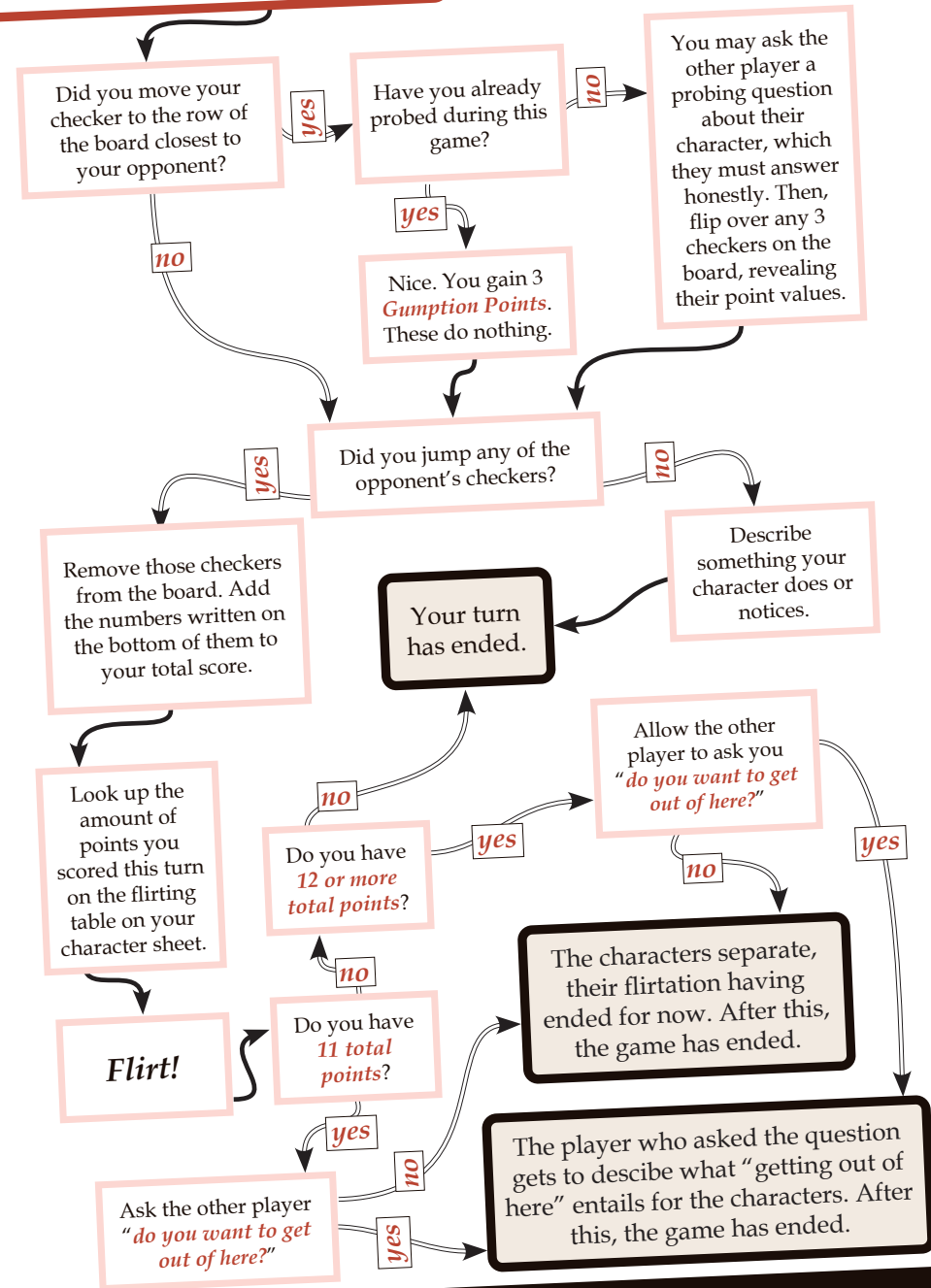
Moving a checker



Jumping multiple checkers



Move a checker.

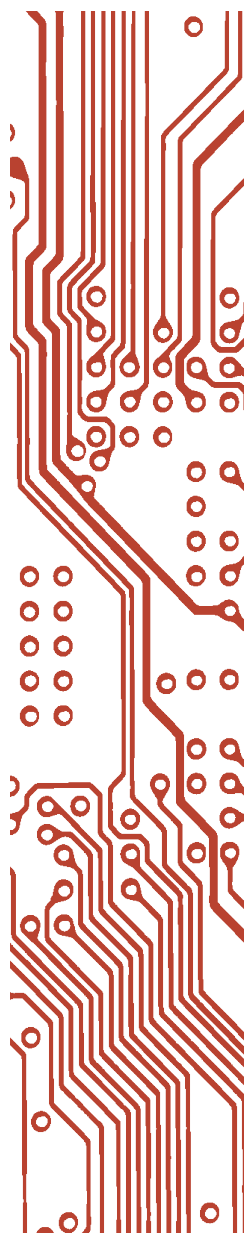


SCENARIO

CRUSH._OVERDRIVE

The planet Onderdonk is known for two things: the parasitic, blue flowers which burst from the seams of nearly every surface on the major continent; & the wrecks of massive, ancient spaceships which have transformed the topography.

On a day much like any other, an Onderdonkian scavenger pushed their way through one such wreck, seeking the notoreity accompanying the recovery of an ancient AI housed in the ship. They couldn't have anticipated that, upon reaching the chamber where the ship's AI was sealed, they would be so struck by the machine's timeless beauty.



Characters

Player 1 - AI, *how long has it been since you fulfilled your primary function? Do you have any desire to stay with the wreck of your ship?*

Player 2 - Scavenger, *how long have you been looting these wrecks? What do you stand to gain from this work?*

Setting

The innermost chamber of an alien spacecraft, completely coated in small, blue flowers. It's been some time since the technology on this ship has functioned at large, but this room still has some vitality.

What was the original purpose of this vessel?

SCENARIO

DAWNING VIOLETS

Two swordswomen, one a stalwart paladin & the other an increasingly desperate mercenary, meet on a misty hillside. Clouds of vapor lazily waft over the shallow incline, condensation buds on skin & on metal.

Each of these warriors have been preparing for this confrontation for ages, it's practically fated. But now that they've finally arrived, they thumb the hilts of their blades nervously. Neither one quite knows where to begin.



Characters

Player 1 - Paladin, *how long have you been vowed to your code of honor? What is dishonorable to you?*

Player 2 - Sellsword, *what contract do you uphold? What are they offering you to put yourself in this position?*

Setting

A bare hillside, short grass all dewey in the morning mist. The faint & acrid smell of spellfire lingers here, drifting up from scars in the ground. It's a familiar place to each of you.

When was the last time you were both here?

HOW TO MAKE AN AC2 SET

It's more likely than not that you'll have to make your own **AC2** set. This is because there's only a few already-made ones, & most of them are in my closet. Whoops.

Fear not! It's *extremely* easy to make your own. All you need to do is:

1. Grab any standard checkers set.
2. Gather all 12 red checkers.
3. Cut up 12 small pieces of paper
4. Write "1" on 5 of the pieces.
5. Write "2" on 4 of the pieces.
6. Write "3" on 3 of the pieces.
7. Tape the numbers to the bottoms of the checkers.
8. Repeat steps 3 - 7 for the black checkers.

Now you're ready to go. I hope you enjoy the game, & also flirting with your friends. They're pretty intertwined experiences.

... OR PLAY ONLINE

Thanks to the amazing work of Cassie Jones, hattedBatracian, eldritchConundrum, & prehistoricCanidae, you can play **AC2** online & remotely with another player by visiting <https://checkers.witchoflight.com/>.



SOME FOLKS WHO GAVE ME A HAND

playtesting

Ella Sarina, Robin Gibson, Trezel Daigneault, Ryan Richter, Esra Lynn-Fife, Andre Campeau, Terri Loomis, Madelyn Chhay, Annamyriah de Jong, & Christa Wilkinson.

guidance

Joli Sandoz & Lisa Sweet

further reading/playing

A Guide to Checkers Families and Rules, Sultan Ratrout

Game Design Workshop, Tracy Fullerton

Heaven Will Be Mine, Worst Girls Games

Firebrands, Vincent & Meguey Baker
Consentacle, Naomi Clark

Sex and Sorcery, Ron Edwards

THE CHARACTER

name _____ pronouns _____
 profession _____ age _____

fine qualities (circle 2)

Witty	Sanguine	Tall	Magnetic
Bold	Captivating	Capable	Radiant
Mysterious	Generous	Commanding	Rude (in a fun way)

coarse qualities (circle 2)

Brash	Foppish	Distant	Frantic
Presumptuous	Bleak	Hesitant	Meek
Aloof	Bungling	Commanding	Rude (not fun)

flirting style (circle 1)

Cool	Smoldering	Nippy	Sultry
Torrid	Cutting	Raw	Piquant
Suffocating	Tepid	Gleaming	Frigid

total
points

- 12+
- 11
- 10
- 9
- 8
- 7
- 6
- 5
- 4
- 3
- 2
- 1

THE FLIRTS

each time you move a checker, use the amount of points you scored to determine the strength of your character's flirtations

POINTS SCORED	FLIRT STRENGTH	SUGGESTED ACTIONS
0	Non-flirt	Describe something which your character notices about the other character, the setting, or the world at large.
1	Little flirt	Accidentally touch the other character; give them a general compliment; betray your feelings slightly.
2	Mixed flirt	"Accidentally" touch the other character; tease them; make an innuendo; admit something.
3	Big flirt	Touch the other character with purpose; goad them; offer an invitation; be up front about your desires.
4+	Galaxy flirt	Serenade the other character; swear an oath; hurl an ultimatum; make a proposition; U-Haul it.

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name _____ pronouns _____
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- 1
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10
- 11
- 12+

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