Evade
Adapted for the piecepack by Mark Biggar

Version 1.1, March 2003
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2 players, 20 min

Description
This is an adaptation of the 3M mini-bookshelf game designed by Alex Randolph. Advance your leaders into your opponent's home territory before he can do it first.

Game Setup
Build a board of 9 tiles grid-side up forming a 6x6 square board. Each player takes the six coins of one suit. The ace and blank coins are your leaders. The players secretly place their six coins suit-side up on the back six squares on each player's side of the board, taking note of where they placed their leaders.

Game Turns
Players take turns by moving a single coin one space like a king in chess. If you move a coin on top of an opposing coin, both coins are frozen and cannot move the remainder of the game. After freezing a coin, expose the number side of the coin you moved, if it is either of your leaders, then you immediately loose the game (do not peek at the bottom coin). Before making any move you may peek at exactly one of your coins, but if you do so you may not freeze any of your opponents coins this turn. Other coins may not move into a square containing a pair of frozen coins.

Winning
Moving either of your leaders into your opponents starting row wins the game. Expose the coin to show your win, but if you accidentally used another coin there is no penalty, but the game continues. The game is tied if all four leaders are frozen, so continue playing for a tie if both your leaders are frozen.

History
20030204	0.5	mab	original version
20030319	1.0	mab	update for piecepack web page
20040730	1.1	mab	annual updates

Thank you for playing this game. Please report rules problems or variant suggestions to mark@biggar.org.