

Piecepack Dodg'em

Adapted for the piecepack by Michael Schoessow

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2 players, 15 minutes

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Equipment Needed: Any nine tiles, 5 red coins, 5 green coins

Background

Dodg'em is a game that has been around for a long time in various configurations involving the number of pieces and the size of the board, but the rules are always essentially the same. Thus, I cannot take much credit for authorship, as I only came up with yet another variation that makes the game suitable for playing with the piecepack.

Setup

Arrange the nine tiles, grid-side-up, to form a 6-space by 6-space square board between the players. One player is Red and the other player is Green. Each player takes the 5 coins of his color. Looking at the board from Red's point of view, the positions of the spaces can be defined in alpha-numeric fashion as in Chess, with the rows numbered 1-6 (bottom to top) and the columns lettered A-F (left to right). Thus the bottom left-hand space is A1, and the upper right hand space is F6. Red places his five coins on spaces A1, A2, A3, A4, and A5. Green places his five coins on F2, F3, F4, F5, and F6.

Object of the Game

Each player attempts to move his coins across the board, toward the other player's side, and off the board on that side. The first player to do this with all his coins wins the game.

Game Play and Movement Rules

Red goes first, after which players alternate turns. Each turn a player moves one of his own coins 1 space. Coins may only be moved directly forward or sideways. Backwards and diagonal moves are never allowed. A player *must* make a move if he is able. If a player is entirely blocked and has no legal move, he forfeits his turn. When coins reach the last row on the opposite side of the board, they may be moved off the board with their next move. Coins may be moved off the board from any column, and are not restricted to the column they started from.