

The Assassination Game Le

A variation of TMAG for the piecepack by Ken Leyhe

Version 1.0, 05/2002

Copyright (C) 2002 by Ken Leyhe Sr.

3 players

Objective

Be the first victim to touch all of the secure bases.

Equipment

1 piecepack

Setup

1. Set up the tiles facedown in a 5x5 board with the center being empty, this is the Safe House.
2. Place an Ace coin facedown on one square on each side of the board.
3. Each player chooses a pawn and the remaining numbered coins of the corresponding suit.
4. Roll to see who will be the first victim, the other players are assassins.
5. The victim starts in the Safe House, the assassins start on opposite corners of the board.

Play

The victim takes a turn after each assassin.

Victim's Turn

1. Roll the die and move the spaces indicated orthogonally. You may change directions but you may not backtrack onto the space you just left.
2. On a roll of 0 (Null) you may re-roll. Aces count as 1.
3. Once the victim has left the Safe House he may not re-enter.
4. You may not pass over an assassin.
5. You must land on the bases by exact count. When you land on a base place one of your coins next to it just off of the board as a reminder.

Assassin's Turn

1. Your goal is to capture the victim by landing on him.
2. Roll the die and move the spaces indicated orthogonally. You may change directions but you may not backtrack onto the space you just left.
3. On a roll of 0 (Null) you cannot move this turn. Aces count as 1.
4. You may not land on a base but you may pass over it.
5. You may not enter the Safe House.
6. If you land on the victim:
 - a. You become the victim and move your pawn to the Safe House.

- b. The old victim becomes an assassin and his coins are removed from the bases.
- c. Play continues with the new victim taking his first turn.

Winning

A small victory goes to any assassin who catches the victim.

Truly winning the game is only possible by the victim who touches all four bases.

Variations

For a shorter and easier game don't remove a victims coins when they are captured.

Copyright 2002 by Kenneth Leyhe Sr. Permission is granted to copy, distribute and/or modify this document under the terms of the GNU Free Documentation License, Version 1.1 or any later version published by the Free Software Foundation; with no Invariant Sections, no Front-Cover and/or Back-Cover Texts. A copy of the license can be found at www.gnu.org/copyleft/fdl.html.