

BLOCKADE

A game for the piecepack by David Boyle, James Kyle and Chris Young

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2 Players, 30-60 Minutes

Equipment: 1 piecepack

OBJECT

The runner (using the 4 pawns) attempts to move any one pawn from one end of the board to the other.

The blocker (using the 24 coins) tries to prevent the runner from succeeding by trapping the runner, causing the runner to have no remaining possible moves.

SETUP

Players should choose which player will be the runner and which will be the blocker.

Take the four ace tiles and place them off to the side.

Construct the board from 12 of the remaining tiles, grid side up, in a 3 x 4 tile rectangle (6 x 8 spaces).

The short (6 space) side closest to the runner will be the runner's starting row.

The blocker places all 24 coins on the board, suit side up, with no more than one coin in any given space. No coins may be placed in the two rows closest to the runner's starting row.

The runner then places the 4 pawns along his starting row, with no more than one pawn in any given space.

PLAY

Starting with the runner, take turns until either the runner or the blocker wins.

MOVEMENT: RUNNER

Each turn, the runner may make one move with one pawn.

A pawn moves like a queen in chess; it can move any distance in a straight line, orthogonally or diagonally.

A pawn may move over or stop on a coin that is the same color as the pawn. If a pawn stops on a coin of the same color, the coin is pinned. Until the runner moves that pawn, the coin cannot be moved and the space is passable to all pawns.

A pawn cannot move over or stop on a coin that is not the same color as the pawn.

A pawn may move over but not stop on a space containing another pawn, whether or not that pawn is pinning a coin.

MOVEMENT: BLOCKER

Each turn, the blocker may move coins in any order, up to the limit of one coin per color. The blocker is not required to move all four colors, and may decline to move any coins at all.

A coin moves like a king in chess; it can move one space in any direction, and may not move to a space occupied by a pawn or another coin.

Use the 4 tiles placed to the side during setup as markers to keep track of moves made during the turn. At the beginning of each turn, flip the tiles face up (suit showing). Each tile represents the ability to move one coin of the matching color. Turn the corresponding tile face down as each coin is moved, to show which colors have been moved so far that turn.

WINNING

The runner wins if a pawn lands in any space of the last row.

The blocker wins if the runner is unable to make a legal move.

APPENDIX

Here is a close approximation of the contributions of the 3 authors:

Dave Boyle - suggested abstract theme, unequal forces, vague movement goal

James Kyle - ability of pawn to "pin" a coin

Chris Young - suggested the "one coin of each color per turn" rule.

Dave Boyle & James Kyle - playtesting, refined board shape, goals, movement rules and winning conditions

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