

MACADAM

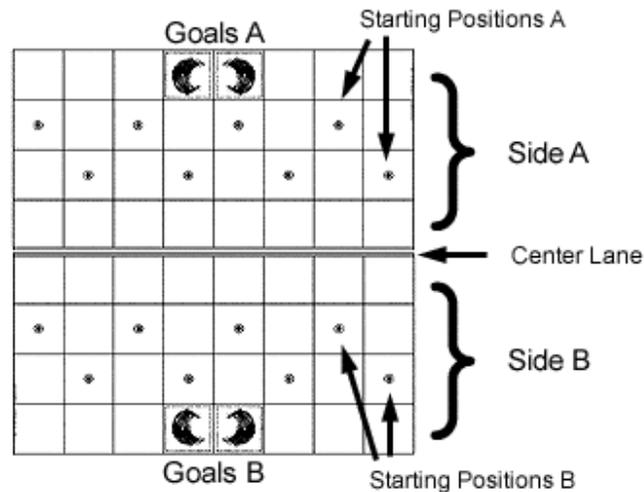
MATERIAL

Pawns: You'll need two sets of 8 items. You may use pieces from an other game or any other similar object (bottle caps, stones, coins, etc.).

Board: You may draw it on the floor, on a piece of paper or use a chessboard. It is divided in two sections by a center lane. A moon crescent is drawn on each square of the goals. There are also 8 dots on each side to show the starting position of the pawns.

PREPARATION

Each player chooses his side and place his 8 pawns on their starting position. The youngest player starts. You play then on turn, one after each other.



OBJECTIVE. The winner is the first player who fulfills one of the two following conditions:
1) move one pawn into the opponent's two-square goal.

OR

2) Bring 6 pawns into the opponent's side while he/she brought fewer than 3 pawns in your side

HOW DOES THAT WORK ?

On your turn you have two choices of move:

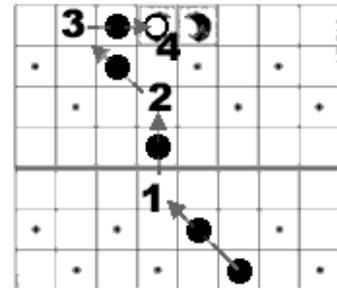
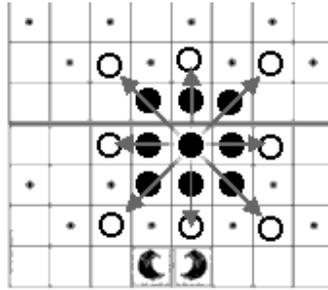
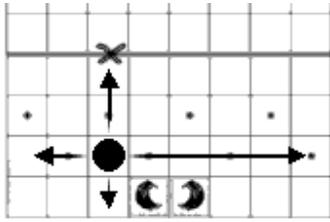
**MOVE AUTHORIZED
ONLY IN YOUR SIDE**

Forward, backward, to the left or to the right, as many squares as you want. You cannot jump over another pawn or cross the center

**MOVE AUTHORIZED
ON THE WHOLE BOARD**

By jumping over one of your other pawn laterally or in diagonal. Should the pawn land next to another of yours, you may play it again, and so forth.

lane.



COMMENTS

- A player who starts his first game of Macadam must swear to teach the rules to someone else before the next full moon.
 - There is no pawn catch in Macadam (unlike in Chess or Checkers)
 - You cannot jump over one opponent pawn under any circumstance.
- You cannot during your same one turn combine the move alone and the jump move.
 - you cannot cross or stop within your own goal squares.

OPTIONS

- Free placement: Instead of starting with the pawns on the dots, players may take turns placing the pawns on their own side. Once all the pawns have been placed, play continues as usual.

Macadam is an original creation by Pierre Canuel. You may read the rules to play with your family or among friends.
For more information on this game, please contact directly the author at pierre@substantiel.net.

Quickly and poorly translated from French by the author. To be improved in a near future. All comments on that matter are welcome.

Back to [Macadam Presentation](#)