

Evasion

END	END	END	END	END	END	END
START	START	START	START	START	START	START
SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE
SAFE	SAFE	SAFE	SAFE	SAFE	SAFE	SAFE
START	START	START	START	START	START	START
END	END	END	END	END	END	END

FIRST

Evasion

EVASION

Copyright © April 1, 2019 by Robert Wayne Atkins, P.E.
All Rights Reserved.
<https://www.grandpappy.org/>

Game Instructions

Origin of Game: Invented by Robert Wayne Atkins, P.E. in 2019 in Georgia, United States of America.

Players: 2

Pieces: One player has seven dark color pieces. The other player has seven light color pieces. (Note: Any two different colors may be used.)

Board Design: A seven by nine rectangle, for a total of 63 positions.

Starting Position: Each player places all seven of his or her game pieces on the END squares on their end of the board.

Objective: To evade being captured and to get as many pieces as possible to the opposite side of the game board.

How to Play: Either player may go first. On future games the players should take turns going first. The players take turns moving one of their pieces one space to an adjacent space on the board that is not occupied by another game piece. A piece may only be moved one space at a time, either to the right or left, or forward towards the opposite side of the board. A piece may not move backwards. A piece may not move diagonally. A piece may not jump another piece.

Small Red “FIRST” Square: The first player to move a piece onto the opposite “END” of the board immediately removes that piece from the “END” row and places it on the small red “FIRST” square on the edge of the board. This piece will determine the winner of the game if both players have the same number of pieces on the board at the end of the game. The piece in the “FIRST” square counts as one of its players ending pieces.

“SAFE” Green Squares: The row of green spaces in the center of the board are “SAFE” spaces for both players. A piece may not be captured when it is one of the green “SAFE” spaces. A piece may not capture an opponent’s piece by moving forward onto a “SAFE” space or by moving right or left on a “SAFE” space. When a piece moves forward off a “SAFE” space then the piece can capture an opponent’s piece or pieces with that move, if it is possible.

Capturing: Pieces cannot be captured that are on one of the green “SAFE” spaces in the center of the board. If a player moves a piece so that it is on an adjacent space to one or more of the other player’s pieces then the other player’s pieces are captured and they are removed from the board. A piece can capture one, two, or three of the other player’s pieces on one turn. The capturing move can be to the right, or to the left, or forward.

“END” Row and “START” Row Capturing: A piece of either player can move right or left on the “END” row and on the “START” row. Pieces can be captured on the spaces on the “END” row and on the “START” row. If an opponent’s piece moves in front of a piece, or beside a piece that is still on its starting row, then the piece that is still on its starting row is captured and it is removed from the board. If a piece that is still on its starting row moves sideways to a space that is beside an opponent’s piece on the same row then the opponent’s piece is captured and it is removed from the board.

Winning: The game can end in either of the following ways:

1. A player has all of his or her pieces captured. The other player who still has one or more pieces on the board wins the game.
2. The last remaining piece of either player has been moved to the opposite end of the board. The game is immediately over. The piece in the small red “FIRST” square counts as a piece of its player. The player with the most pieces still on the board wins even if the other player crossed the board first. However, if both players have the same number of pieces on the board, then the player who arrived first on the opposite side of the board, and who has a game piece in the small red “FIRST” square on the edge of the board, wins the game.

