

PIKEMEN



DESIGNED BY JACOB DAVENPORT



2-4



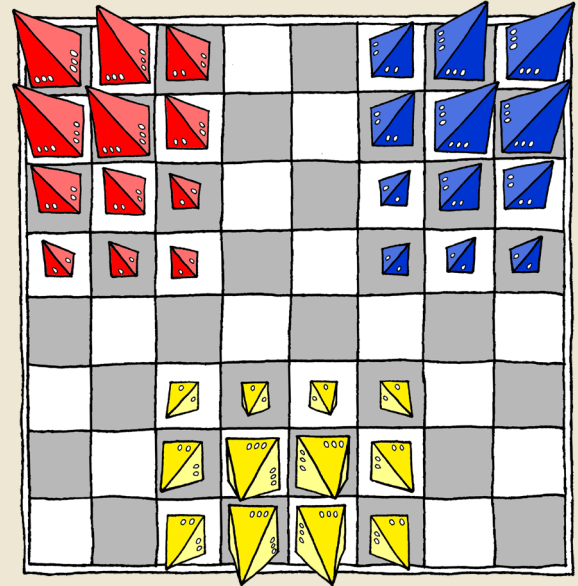
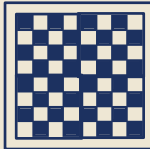
MEDIUM



SIMPLE

EQUIPMENT

- 5 trios of 2 colors (2 players), or
4 trios of 3 colors (3 players), or
3 trios of 4 colors (4 players)
- Chessboard

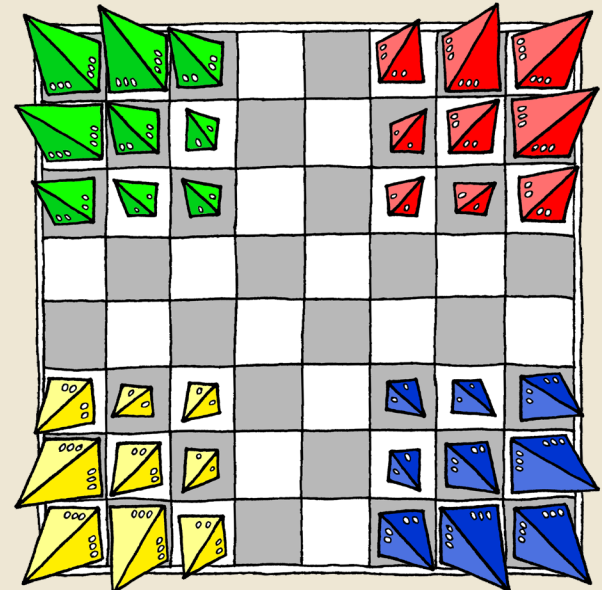
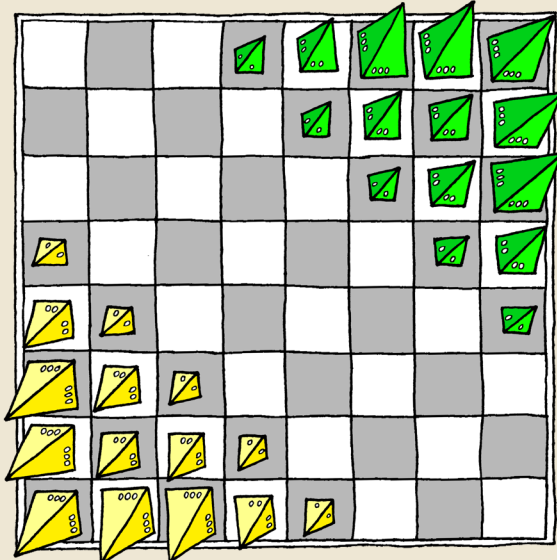


SETUP

Shown here are the different setup arrangements for the two, three, and four player versions of the game.

OVERVIEW

In Pikemen, pieces are warriors with long spears. Each turn, a Pikeman may change in the direction they are pointing and then orient their pike in any direction, including straight up for defense. The first player to capture a pre-set number of points worth of pieces wins.



GOAL

The first player to score 12 points wins. For a longer game, agree to a higher number before starting.

CONT. →

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PIKEMEN (CONT.)

WHO GOES FIRST

Tallest player starts. Play proceeds clockwise.

HOW TO PLAY

On your turn, you may move any one of your Pikemen any number of empty squares in the direction they are pointing.

You may not jump over intervening Pikemen, but you may capture any opponent's Pikeman that is not upright or any opponent's smaller Pikeman which is standing upright. When you capture an enemy, your Pikeman stops in the square previously occupied by the captured enemy.

After moving your Pikeman, you may orient them in any of the eight compass directions (attack position) or stand them upright (defensive position).

You may decide not to move a Pikeman at all and simply reorient any one of your Pikemen.

Keep the Pikemen you capture. You score points equal to their pip values at the end of the game.

You cannot take your own Pikemen.

HOW TO WIN

As soon as a player has the number of points required for victory (usually 12), they win!

ADVICE & CLARIFICATIONS

Your first move, and many thereafter, will be to reorient a Pikeman pointing out, into attack position.

Any Pikeman in attack position can be taken by any opponent.

After moving your Pikeman, if the square they land in is not under attack by a smaller or equal sized Pikeman, it is probably to your advantage to orient them into attack position.

After moving your Pikeman, if the square they land in is under attack by a smaller or equal sized Pikeman, you can defend your Pikeman by ending upright.

A large Pikeman standing upright cannot be captured.

If you have any Pikeman pointing at an opponent's standing Pikeman, the standing Pikeman is pinned. If the opponent reorients the standing Pikeman, they can be taken.

The two player game is a careful chess match, the three and four player games are aggressive battles for targets of opportunity.

