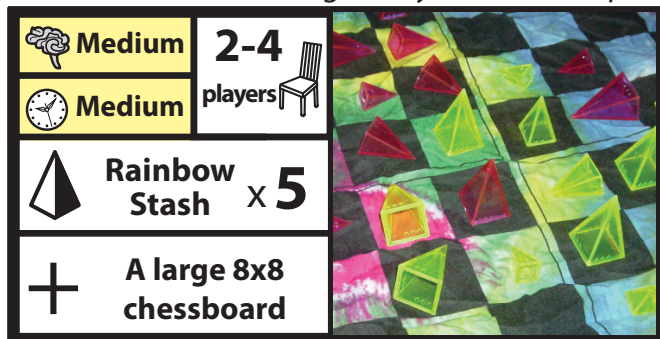


HOW to PLAY

Pikemen

Designed by Jacob Davenport

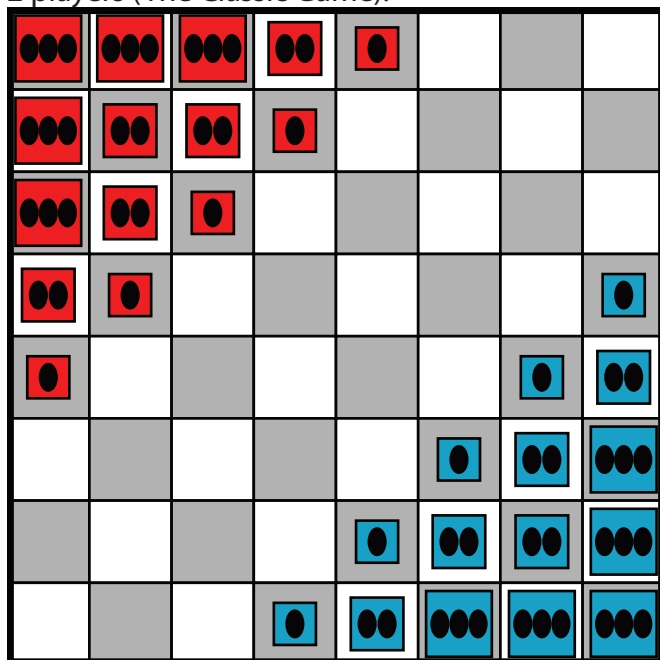


Overview: In Pikemen, pieces are warriors with long spears. Each turn, a Pikeman may change in the direction he is pointing and then orient his pike in any direction, including straight up for defense. The player who captures a number of points of enemy Pikemen first wins.

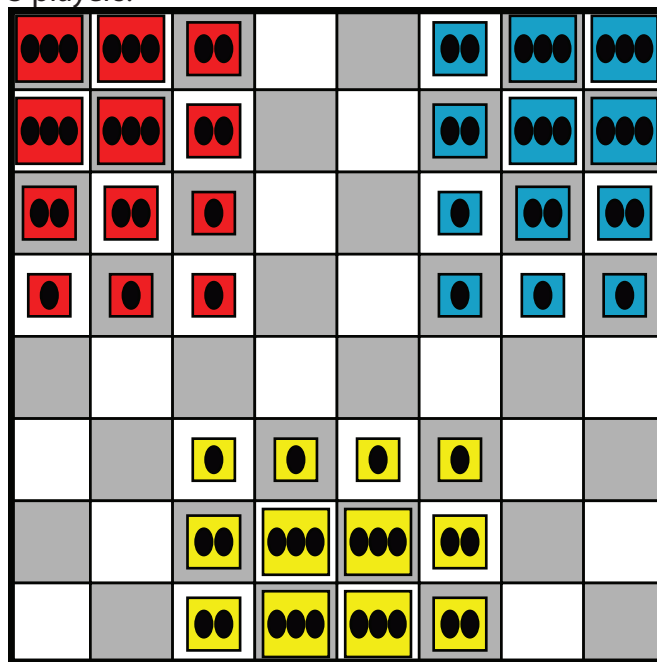
Equipment: Pikemen requires an 8x8 Chessboard. Preferably, a board with squares big enough to accommodate a large pyramid laying on its side.

Setup: Each player sets up all pieces, pointing upright, based on the number of players, thus:

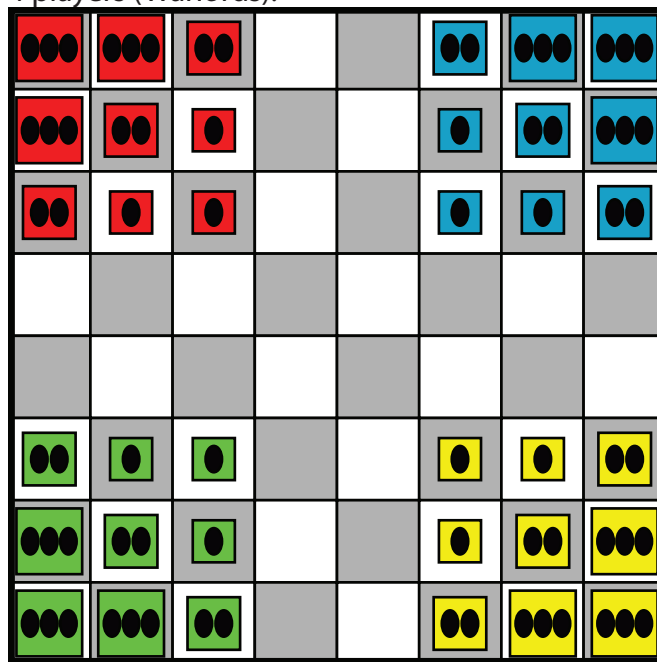
2 players (The Classic Game):



3 players:



4 players (Warlords):



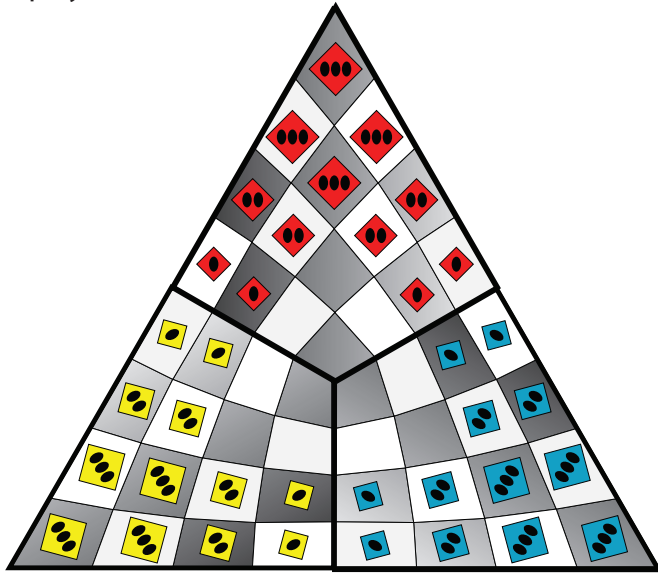
There are also several non-traditional starting board layouts, as described on the next page.

These should be considered optional, and players are advised that they may need extra board layouts to be constructed in order to use them. These layouts are quite fun to play on, and once made, the basic boards can be used with other games as well!

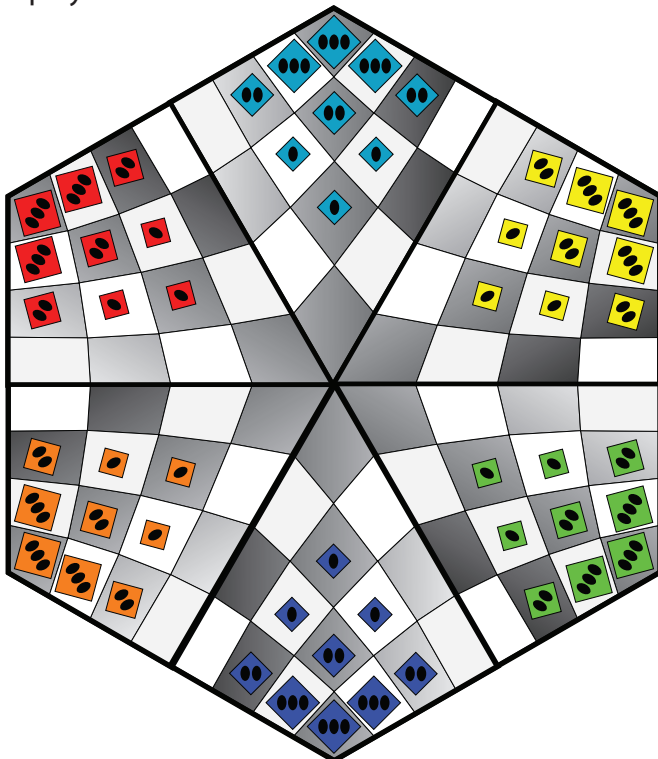
Elliott Evans (a.k.a. "Eeyore") designed a skewed modular checkerboard, which is suitable for constructing triangular, hexagonal, and irregular shaped boards. You can download them at: <http://www.ee0r.com/tri-chess/index.html>

Here's the starting layout on those boards:

3 players:

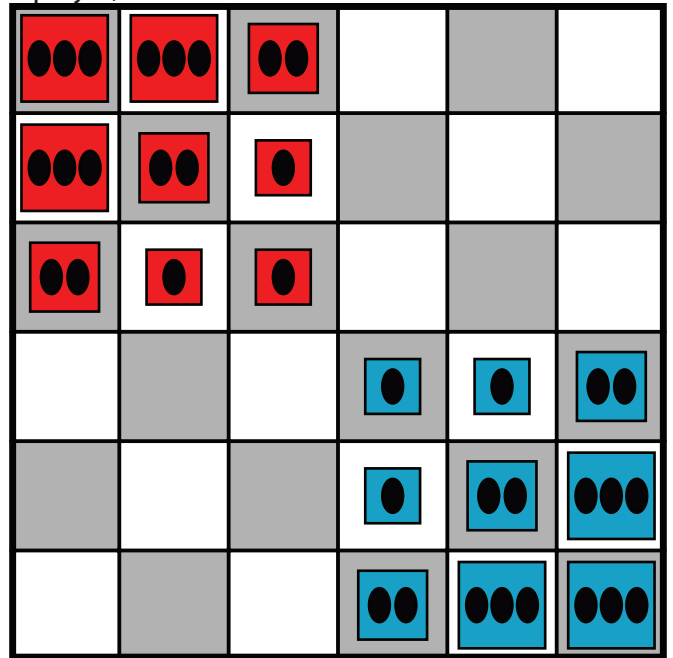


6 players:



When the game Pikemen was originally conceived in 1997, Looney Pyramids were available as Monochrome Stashes of 5 trees. This meant that getting 5 trees of the same color was somewhat easier than it is more recently. Although it is less known and less played, the 2-player variant, on a smaller 6x6 grid might be easier for new players to accomplish, because it uses only 3 trees of any one color, and therefore only 3 Rainbow Treehouse sets. Also, it's probably good anytime you want a shorter game.

2 player, 6x6 board mini variant:



Gameplay: The tallest player starts, and play proceeds clockwise from there.

Your first move, and many thereafter, will be to re-orient a Defending Pikeman into an Attack position.

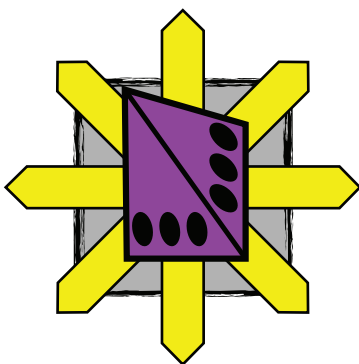
Pikemen is a game of Attackers and Defenders. Attackers are always laying down, pointing in one of the 8 cardinal directions. Defenders are always standing straight up. Defenders cannot attack or move. Attackers can only move in the direction they are pointing.

On your turn, you may move any one of your Attacker Pikemen any number of empty squares in the direction he is pointing. You may not jump over intervening Pikemen, but you may capture:

- Any opponent's Pikeman that is lying down.
- 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 him in any of the eight compass directions (attack position) or stand him upright (defensive position).



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

Keep any Pikemen that you have captured. They count towards your score. Scores are counted:

- Smalls are worth one point
- Mediums are worth two points
- Larges are worth three points.

You cannot capture your own pieces.

Winning: The first player to 12 points wins. For a longer or shorter game, agree to play to a different number before starting.

Tactics: Remember, any Pikeman in *attack* position can be taken by any opponent.

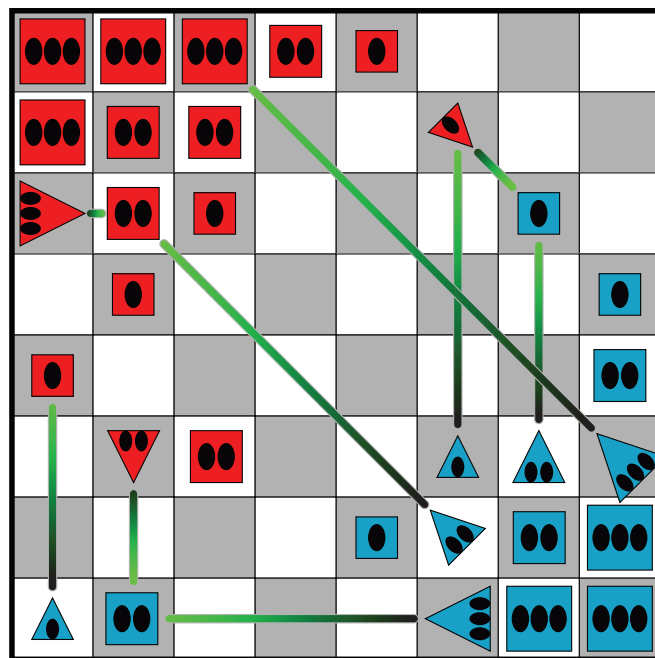
After moving your Pikeman, if the square he lands in is not under attack by a smaller or equal sized Pikeman, it is probably to your advantage to orient him in attack position.

After moving your Pikeman, if the square he lands 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, he can be taken.

Sample Game: Below is a sample game in progress. The Blue Player has employed an offensive stance, preparing to attack several of Red's pieces. Red, however, is situated nicely to launch a defensive counter attack in some places.

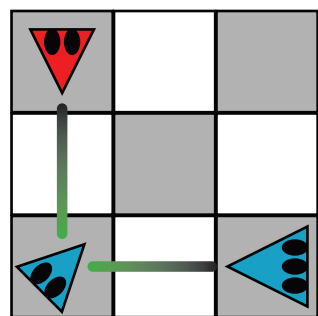
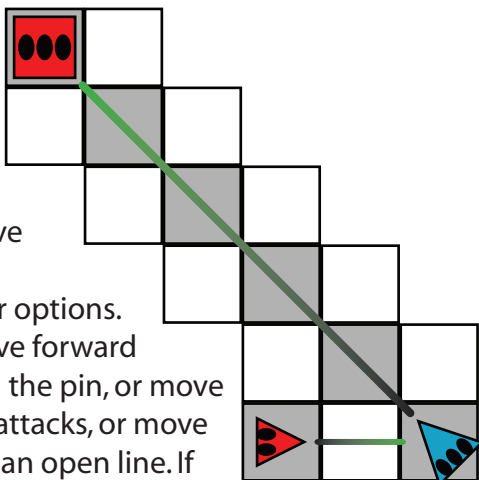


Strategy: An interesting property of Pikemen is the dichotomy between attacking and defending. An attacking piece has very little defensive value, since any other piece can capture it, yet it must become vulnerable in order to threaten an opponent's pieces. A defending piece, being upright, cannot attack at all, but can only be captured by a limited number of pieces; 3-point pieces cannot be captured at all while upright. A player who creates a strong attack formation will be exposed to counterattacks, and a player who plays very defensively will be slow in acquiring points. This creates an interesting balance between aggressive and cautious play styles.

It gives you a definite advantage to have as many 3-pointers mobile as possible. The game is all about points, and 3-pointers are the best way to rack up points. Each pinned 3-pointer is diminished in its ability to apply offensive pressure to your opponent.

Maneuvers: The book *Playing With Pyramids*, published in 2002, included several suggestions, which are as follows:

Distant Attacks – if you are pointing a piece at an opponent's upright large piece so that it will not safely orient into attack position, do so from far away. Some player may position to attack your attacker, and having space to move forward will increase your options. You may move forward but maintain the pin, or move and change attacks, or move and point to an open line. If you are pinning a piece that is right next to your attacker, you will have few options when your attacker comes under attack.

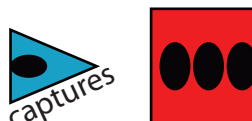
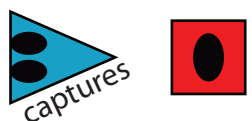
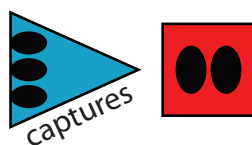
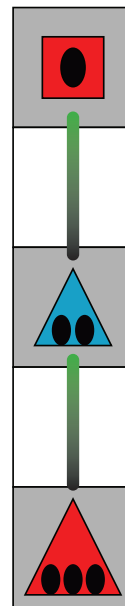


Make trades – Unless you are playing a two-player game, or the opponent you will trade with has a much higher score, trade equal pieces. While you can play defensive to prevent other players from grabbing your

pieces, you will usually do better to grab their pieces instead. If you and another player make many trades while the other two have lots of defensive posturing, you and that other player will rush forward in the score and one will likely win. Also, you are unlikely to lose so many pieces that you will lose mobility.

Watch scores – When another player is about to win, you may need to threaten to throw the game to someone else if that player forces you to make such a choice. If you are far behind, convince another losing player to make trades with you, and enlist the players who are ahead to thwart each other.

Late attacks – after trading with opponents, you will need attacks that they cannot thwart. Attack a smaller upright piece, or the backside of a smaller piece that thus cannot move without remaining a target. You can also point at a lying down smaller piece that, if moved away, will reveal another vulnerable piece. Be aware that opponents will try to interpose a large piece and put it upright to thwart you. In case you and another player are about to win, try to make it impossible for some other player to choose who will win, because it will not be you.



The Rock/Paper/Scissors variant:

An optional capturing rule where 3-pointers can not capture upright 1-pointers and 1-pointers can capture upright 3-pointers. All other rules are exactly the same. The effect is like that in the game of rock/paper/scissors: Each type of piece is superior to one of the other types of pieces and vulnerable to the third.

Credits:

Jacob Davenport: Rules (1997)

Scott Myers: Layout, Graphics & Photo (2012)

Looney Pyramids were created by Andrew Looney in 1987. If your friendly local game store doesn't sell them, please visit: store.LooneyLabs.com

