

EVAD®



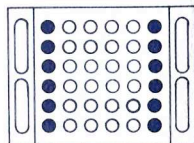
OBJECTIVE: OUTWIT AND OUTMANEUVER OPPONENT

EVADE is an easy-to-learn game of moves and countermoves in which two players attempt to skillfully outmaneuver and outbluff one another. Before play begins, each player secretly designates two of his six pawns as Evaders. The object of the game is to be the first player to successfully maneuver an Evader across the board and into the opponent's starting row.

SETUP

Players sit on opposite sides of the board; each has a set of six pawns and two small magnetic discs. From his pawns, each player chooses any two as his "Evaders" – placing a magnetic disc in the bottom of each for identification; the four remaining pawns become "Guards." Each player positions his six pawns in any order desired in his starting row being careful not to let the opponent know which two are his Evaders. First player is determined by lot or coin-flip.

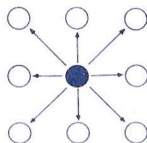
Players position their six pawns in the starting (outer) rows of the playing board as shown.



PLAY

Players alternate turns moving one pawn per turn. During his turn, a player may move a Guard or an Evader onto any adjacent *vacant* space, or he may "freeze" an opponent's pawn by moving a Guard onto an adjacent *occupied* space. The Guard is placed atop the opponent's pawn and both are frozen and may not be moved during the remainder of the game.

Pawns may move one space in *any* direction (horizontally, vertically or diagonally).



During his turn, a player may check the identity of any of his pawns; however, if he identifies any pawn before moving, he may not "freeze" an opponent's pawn on that turn. If a player accidentally "freezes" an opponent's pawn with an Evader, he forfeits the game even if he manages to successfully maneuver his other Evader into the opponent's starting row.

ENDING THE GAME

First player to successfully maneuver one of his Evaders into his opponent's starting row wins. If all 12 pawns have been frozen, the game is a draw. (PLAYING TIP: If both of your Evaders have been frozen, don't concede the game; try to bluff until you can freeze your opponent's pawns and end the game in a draw.)

VARIATIONS

Players may wish to vary the game with one or more of the following options:

- Once the game has started, players may not check the identity of their pawns.
- A series of games may be played. The winner of each game is awarded 10 points; if the game is a draw, each player receives 5 points. The first player to score 50 (or any predetermined number) points wins.
- When playing for points, the player who accidentally "freezes" with his Evader does not forfeit the game, instead he loses 10 points.