LINEAR PROGRESSION

Rules
1- Linear Progression is a two player abstract strategy game played on a
regular chess or checkers board.

2- One player gets a set of black tokens. The other player gets a set of
white tokens. Plastic winks work great.

3- Players begin by dropping one of their tokens onto the board. The square
it lands on is their starting location.

4- Players take turns moving. White moves first.

5- Tokens move like queens in chess.

6- Every space your token moves into or through put a token of your color
into that square.

7- If an opponent had tokens in spaces you moved into or through, remove
them and replace them with your tokens.

8- A player moves only one token per turn but it can be any of their tokens.

9- A token cannot move into or through an opponent's last remaining token
on the board.

10- For a move to be legal you must enter at least one empty space on your turn.

11- If you move into a space occupied by one of your own tokens you must
stop moving and your turn ends.

12- The game ends when the last empty space becomes occupied. The winner
is the player with the most spaces of their color on the board.

13- The corner spaces of the board are not used and cannot be entered.

Optional Rules

----Equal Number of Moves:
Black always moves last even if white occupied the last empty space.

----Blockers:
Use rooks for blockers.
Tokens cannot move into or through blockers.
Blockers move like queens:

They can move onto or through spaces that are empty or occupied by tokens.
Blockers cannot move into:
The last unoccupied space on the board or
Onto a player's last remaining token on the board or
Into the last space your opponent moved into last turn.
Players can move one blocker per turn in addition to one token.
If a blocker is on top of a token that token cannot be moved.
Tokens a blocker moves through or onto are not removed.
Players start the game with one blocker.
This blocker starts in any unoccupied corner space.

----Variant Boards:
Try using boards of different shapes and sizes.
This may include "islands" in the middle that cannot be moved into or thru.

FAQ
Q....Rule 10) So you can finish a turn in an occupied cell? *YES*
In the case of your own colour you are required to stop [rule 11], *YES*
in the case of the opposing colour, you replace it with a token of your own? *YES*

PLAY ON LINE
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