



PARQUET is a 2-player abstract strategy board game of movement and stacking.

COMPONENTS:

Square game board with 32 square sliding tiles in a 6-by-6 grid, 5 blue pieces, 5 yellow pieces, bag, rules.

Players begin the game with 5 pieces of their chosen color.

OBJECT:

Stack three own-color pieces on the rear-rank corner tile of the opponent.

SETUP:

The pieces are placed in the bag and the first player to draw their own color will start the game.

The game board comprises 6 rows (ranks) and 6 columns and is positioned between the players in a diamond orientation.

Note: game board orientation does not affect 'diagonally / orthogonally'.

The tiles are placed on the board leaving the 4 center spaces void in a horizontal row. The rear corner tile is left empty and the pieces are positioned on tiles in rows of 2 and 3.

MOVEMENT:

A piece is moved in an advancing direction to an unoccupied adjacent tile or, it may leap diagonally over another piece to an unoccupied tile immediately beyond.

Players alternately either move or leap one piece at a time to an unoccupied tile then slide an unoccupied tile orthogonally to an adjacent void ... or, slide an unoccupied tile orthogonally to an adjacent void then move or leap a piece.

UNOCCUPIED TILE EXCEPTION:

A piece may move or leap to the occupied rear-rank corner tile of the opponent (to form a stack).

A piece may not move onto or leap over a void.

Players may not return their last piece moved, or the last tile moved, to its immediately previous position.

A player unable to move/leap a piece or slide a tile, forfeits the turn.

The first player to stack 3 of their pieces on a tile in the rear corner on the opponent's side of the board is the winner.