

# QUAGMIRE

BY CHRISTOPHER FIELD



**Figure 1:** Some legal walks and runs from the center piece.

Quagmire is a race to find the high ground as the floor quickly sinks out from under you! Quagmire is a game for two players and is played on a hexagonal board with 37 spaces.

Each player controls two pieces that walk and jump around the board. As each piece moves, the space they exit fills up and becomes inaccessible. Passing is not allowed, and if a player has no legal play, they lose the game!

Quagmire was inspired by the games Trike, Amazons, and Fall Guys.

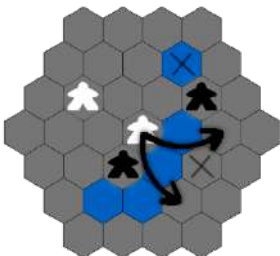
**SETUP:** The first player places one of their pieces onto an empty space. Then the second player places both of their pieces onto empty spaces. Then the first player places their second piece onto an empty space and takes the first turn.

**PLAY:** Players alternate taking turns. On their turn, a player chooses one of their pieces and performs a walk, a run, or a jump.

**FLOOD:** Whenever a piece is moved out of a space that space is immediately filled in with water. A piece can *never* be moved into a space containing water.

**WALK or RUN:** A piece may walk to any unoccupied non-water filled space adjacent to the space it currently occupies. A piece may run by walking twice. Note that in the latter case the piece may not backtrack, and water will fill both the space that the piece started on and the space that the piece walked through before reaching its destination. See figure 1.

**JUMP:** A piece may jump over an adjacent space and land on an unoccupied, non-water filled space on the directly opposite side. The jumped-over space may be water filled but may not be occupied by a piece. If the jumped-over space is not filled with water, it will *not* be filled in. See figure 2.



**Figure 2:** Some legal jumps from the center piece, with X marks indicating illegal jump destinations.