

# Salt 'n' Pepper™

A game for shakers and movers ...

The goal is to return all own-color pieces home first - by moving them across and off the board.

Players choose Salt white or Pepper black and, using 15 pieces each, are represented by that color throughout the game.

Taking turns drawing pieces from the bag, the first player to draw their color starts the game.

Set up the board between the players with the light color square in the left-hand corner.

Players arrange their 15 pieces on the furthest three ranks of the opposite side of the board.

Salt pieces are placed on the dark squares.

Pepper pieces are placed on the light squares.

Taking turns, players move one piece at a time, in their respective direction ... toward themselves.

Salt pieces move one square diagonally to a vacant square, or leap diagonally over one opposing piece if the square immediately beyond is vacant.

Pepper pieces move one square orthogonally to a vacant square, or leap orthogonally over one opposing piece if the square immediately beyond is vacant.

Players may not move their pieces backward.

A piece is still in play when it reaches the back rank of the player's side and requires yet another turn to move home off the board.

A player able to move their piece home, from the back rank, must do so immediately on their next turn.

A piece may leap home over one opposing piece on the back rank of the player's side.

No two pieces may occupy the same square.

If a player is unable to move a piece, the turn is forfeited.

Once the piece being played is released, the move is final.

The game is over when only one player remains on the board.

The player who has moved all his/her pieces off the board and home, is the winner.

Players should alternate using Salt or Pepper pieces every other game.



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Salt and pepper Axiom graphics by Greg Schmidt  
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