A picture containing text, shoji

Description automatically generated**Rules**

Board Setup at the start of the game.

**To Win the Game**

The King’s team (Yellow) wins the game when the King sits on one of the four corner pieces of the board.

The Opposition team (Brown) wins when th e King is captured.

**Moving**

Players take it in turns to move one piece. Brown goes first. Pieces can move any number of squares in one go, but it has to be in a straight line, either straight across or straight up or down (no diagonals), and pieces cannot jump over each other, so when they reach another piece, they have to stop on the square beside it.

**Restricted Squares**

No piece except the King can go on the corner squares or middle square. However, all 5 of those squares act like pieces when capturing others. E.g., if the King is beside a corner piece and a Brown piece is on the opposite side of him, the King is captured.

**Capturing Pieces**

All pieces can be captured. This is done by moving your pieces so that you have one on two opposite sides of an opponent’s piece. Captured pieces are removed from the game. If the King is still on the middle square, to be captured, he must be surrounded on all four sides.

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