HOW TO SET UP FOR PLAY

1. One player plays with the red pieces, the other player plays with the white pieces. Each player has one king and seven pawns - eight pieces in all.
2. Players sit opposite each other with the board between them.
3. Both players arrange their pieces in a single line on the row nearest them. The king must be placed on the fourth square from the right or the fourth square from the left. Pawns may be placed in any order on the other squares in the row. Arrows on the pawns and the points of the crown on the king must face the opponent's pieces.
4. After several games the board should be rotated.

HOW TO MOVE PIECES

1. The magnetized digit shown on each piece indicates how many squares a pawn or king may be moved. (The digit changes as the piece is being moved, but it is the digit showing when the move is begun that dictates the move.)
2. After a move is completed, the new digit shown on the piece dictates the next move.
3. A piece with the digit "1" may be moved one square in any of the directions shown on the diagram.
4. A piece with the digit "2" may be moved two squares in any of the ways shown on the diagram.
5. A piece with the digit "3" may be moved three squares in any of the ways shown on the diagram.
6. A piece with the digit "4" may be moved four squares in any of the ways shown on the diagram.

WAYS A PIECE MAY NOT BE MOVED

1. A piece may never jump over another piece.
2. A piece may never make more than one turn in a move.
3. A piece may never go forward and backward in the same move.
4. A piece may never be moved diagonally.

HOW TO PLAY

1. Players decide which player will move first. Then each player moves any one of his or her pieces in alternating turns.
2. Once a player has moved a piece, that player may not change his or her mind.
3. As in chess and checkers, play should be both offensive and defensive. Each player must try to capture his or her opponent's king and pawns as well as protect his or her own king and pawns.
4. When one player's piece lands (at the end of a move) on the opponent's piece, the opponent's piece is captured. This captured piece is removed from the board.
5. If a player's king is in danger of capture by an opposing piece, the opponent must give warning by saying aloud, "Check".
6. If the captured piece is a king, the game is over. Or if the opponent is then left with only two pieces (the king and one pawn), the game is over.
7. The winner is the player who captures the opponent's king or leaves the opponent with only two pieces (the king and one pawn).

EXAMPLES OF PLAY

1. In this example, the player whose pawn shows a "2" should move forward two spaces and capture the opponent's pawn. If it is the other player's turn, he or she should play defensively and move the pawn that shows a "3" to a safe square.
2. In this example, the player whose pawn shows a "3" should move forward and then to the left to capture the opponent's pawn that shows a "1". If the pawn which shows a "3" could also move forward and to the right to capture the opponent's pawn that shows a "4". However. on the next move it would be captured by the opponent's pawn which shows a "2".
3. In this example, the player with the king can capture the opponent's pawn which shows a "1". However, the king will be captured on the next move by the pawn which shows a "2". The king can also capture the opponent's pawn which shows a "2". However, again the king will be captured on the next move by the pawn which shows a "3". If the king is moved to position "A" or "B", he will be captured by the pawn which shows a "2". Thus, the king is trapped and the player with the king must lose the game.

King : Roi   Pawn : Pion
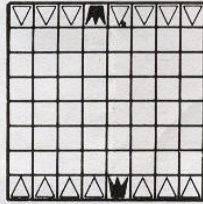
set up for play.

Préparation du jeu