Rules

Mandarin Capturing Square is played on a board of two rows, each row consists of 5 smaller squares and 2 larger semicircles at each end of the board. A player’s got to keep an eye on the squares in their row.

There are 50 playing pieces called ‘dân’ and 2 distinctively bigger pieces called ‘quan’.

Sắp xếp:

* ‘Quan’ pieces will originally be in 2 semicircles, 1 in each.
* ‘Dân’ pieces will be divided equally into 10 squares, with 5 pieces in each.

**///Coding wise:**

* We could use points to represent number of pieces on a square. For ‘quan’ pieces, just keep a bool to check if they are present or not since they’re not going to be used as pieces anyway
* Make a **TABLE. Vị trí:**
* **[1 5 5 5 5 5 0**
* **0 5 5 5 5 5 1]**

Cách chơi:

* Player can choose a **non-empty** square in 5 squares of theirs. Take all the pieces in that square and drop 1 in each of the following squares, either **clockwise** or **counterclockwise**. After spending all the pieces, the following might occur:
* If next square is not an empty square -> Take all the pieces in that square and follow the pattern. **CHECK**
* If next square is an empty square and the square following that is not empty, player can take all the pieces in that square **(+points) [LOOP UNTIL CANNOT TAKE MORE PIECES]**. After that is **opponent’s turn**. **CHECK**
* If the 2 next square is empty OR the next square is the semicircle then player lost their turn -> **Opponent’s turn**. **CHECK**
* In case when all of own squares is empty, player have to take 5 points from their points count and divide it equally into 5 squares and continue the game. If there’s not enough point, player can ‘borrow’ from opponent and deduct the points when the game ends.

The game ends when **all the pieces in semicircles are taken. – (pieces = 0).** If the semi circles are empty but there are still pieces on board, player can take points from their side/row.

**Calculate points:**

* ‘Quan’ is 5 points. ‘Dân’ is 1 point.