

Jin Li

User Manual

Jin Li is the Chinese word for Koi. Koi are friendly fish. They love getting close to other koi, rubbing up against each other, gathering in small groups. In Jin Li the players each control two koi in a pond. They swim their fish through the placid water, maneuver around or jumping over stones that are dropped into the pond, and score points by getting close to any of the other koi. Be a friendly koi and score points, but don't let your opponent's koi get too friendly or you'll lose the game.

Each player have 10 stones and 2 Koi and 1 counter of the same color (red or yellow). Each player's Koi start in the corner squares closer to the player (indicated by small colored dots).

Players take turns during the game moving their Koi.
On it's turn, a player must do one of these two things:

- SWIM/DROP: A Koi SWIMS to an empty square adjacent (orthogonally or diagonally) to its current location. Then the player takes one of his stones and places it in any empty square on the board (DROP).

If a player has run out of stones then he does not DROP after a SWIM.

- JUMP: A Koi jumps over one stone in an adjacent square (orthogonally or diagonally) and lands on the empty square just beyond the jumped stone. The jump must be along a straight line and the Koi can only jump over a single stone.

When the JUMP has been completed the player does not DROP a stone.

After moving a Koi (and dropping a stone if applicable), the player scores one point for each other Koi adjacent to his Koi's new location.

A player may score 1, 2, or 3 points on a turn.

The first player to score 10 points wins.

Setup

- Run a server on a folder containing the game source code and the WebCGF library
- Go into the *server* folder in the game folder
- In sicstus prolog *consult* the *server/server.pl* file
- With the file consulted do the *server/0 command* ('*server.*')
- The game is ready to be opened in a browser a played

How to play:

In the menu you can change the game difficulty, scenario and players

After choosing your options click *play* to start

Select a fish with mouse

The possible moves will be highlighted

After moving if you do a walk, the possible places to drop a stone

Then the next player can do their turn

At any time the game can be paused by pressing ESC key