

Basic Mechanics Explanation

1. Each player takes two actions per turn

- During a turn, a player may
 - i. Move the king
 - ii. Move a soldier
 - iii. Place a worker (to help establish territory)

2. Movement Restrictions:

- Units cannot move through occupied spaces (no stacking).
- Units cannot move outside the 20×20 boundary.

3. Capturing:

- Moving into a space occupied by an enemy Worker captures that space and removes any workers attached to it
 - i. Soldiers cannot capture occupied territory if it is occupied by a soldier
 - ii. Additionally, if the king is within one orthogonal space of an owned territory, an enemy soldier may not move to occupy it (King defends occupied space AND all neighboring spaces)
 - iii. King may only be captured by another King OR two simultaneously adjacent enemy soldiers
- Captured spaces revert to neutral until re-secured by a Soldier.
- Capturing the opposing **King** prevents further capture of territory (though the king can be recovered through special game conditions)

