## **Basic Mechanics Explanation**

## 1. Each player takes two actions per turn

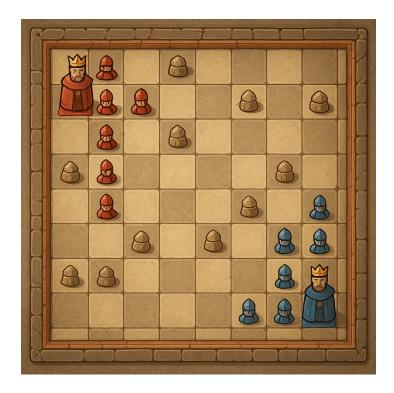
- During a turn, a player may
  - i. Move the king
  - ii. Move a soldier
  - iii. Place a worker (to help establish territory)

## 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)



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