Rules of The Game

Components

* 5 x 5 Game Board
* 2 master pawns
* 8 student pawns
* 16 move cards (5 in play)

Setup

Players have 5 pawns each (4 student + 1 master), at opposite ends of the board, the master pawn is in the middle of the row. The place from which the master pawn starts is called a „temple”.

Each player gets 2 random move cards. One move card is randomly chosen and put between the players.

Gameplay

Players take turns moving their pawns trying to either capture the opposing player's master pawn or place their own master pawn on the opposing player's temple.

On each turn a player chooses one of his move cards and moves one of his pawns as shown on the card.

If the pawn lands on a space occupied by one of the opposing player's pawns, that pawn is captured and removed from the game.

After that, the player who finished his turn switches the used move card with the move card placed between players.

You can't move your pawn outside the game board or on spaces occupied by your own pawns. You must make a move every turn.

End of The Game

If a player captures his opponent's master pawn or moves their master pawn on the opposing player's temple, he wins the game.