

Dol-Dai

Basic Rules

 abalone
press
games

Each player starts with five pieces - the White player gets four white Pawns and one blue King; the Black player gets four black Pawns and one red King. The Kings are placed in their respective colored squares, or 'Castles', in the middle column, and the Pawns are placed in the other four squares marked with this symbol in the same row:



Starting with White, each player moves one of their pieces up to three squares either forward or back each turn. When the piece has finished this part of their move, the piece will then move 1, 2, or 3 squares to the side, depending on the horizontal row it lands in. To tell how many squares the piece must move, look for these guides on the edge of the board:



The number of pips in each row is the number of squares a piece **MUST** move when it lands in that row. If a piece hits a wall, then it stops there and the

turn is ended. There are four special squares on the board that, when landed on, allow the player to rotate the board 90°. These squares look like this:



Even when the board is rotated, pieces must still move either away from or toward the player first, then sideways. The square in the center of the board may not be crossed or jumped over. Ex: if a piece is 'under' this square and wants to move forward, it must first move back down the board to move around it:



The object of the game is to either capture your opponent's King, or to maneuver your king into their Castle. To capture any opponent's piece you must be able to land on the square it occupies. King pieces can not capture other pieces.

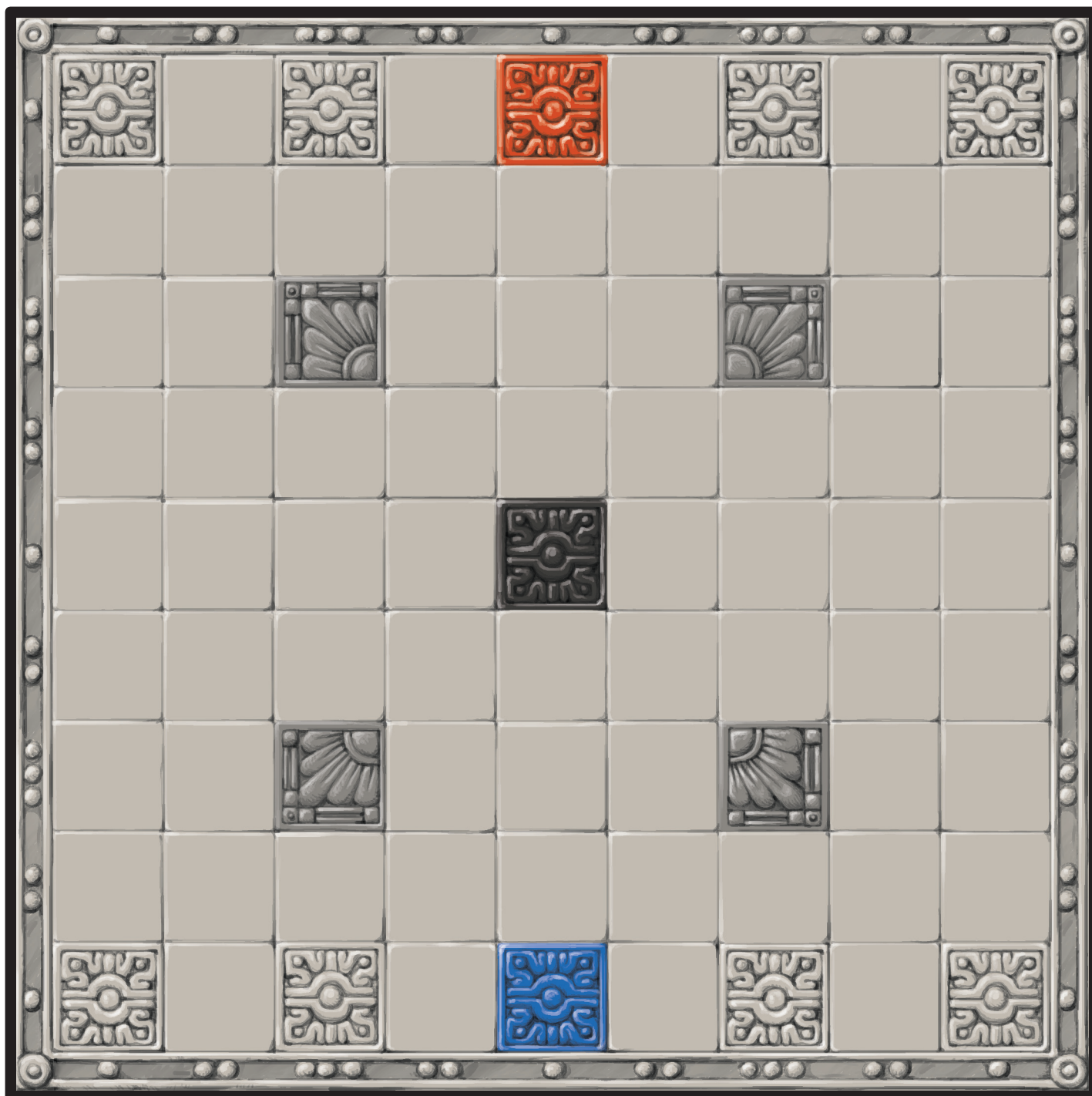
Cut the pieces along the solid black lines, then fold along the dotted lines to make a little triangle. Put some glue or double-sided tape on the spot marked 'glue', and fold the blank tab over onto it for a firm base.

[illegible]



Dol-Dai!

Black



Dol-Dai

White

