

The King of Rings

Board

A 7x7 checkerboard is used.

Pawns and Rings

Each player has 7 knight pieces.

The silver piece has 28 rings for a score of 1 point, the blue piece has 6 rings for a score of 3 points, and the big blue piece has 1 ring for a score of 5 points. The total score is 51 points.

Initial Placement

Each player places 7 knight pieces on the two blue squares in the front row alternately.

A large blue ring is placed in the center square, and six blue rings are placed on the center line. Silver rings are placed in the other empty squares. There are no empty squares.



What you can do on your turn.

The first move is decided in an appropriate way. Each turn is played one move at a time.

The player can move one of his or her knight pieces on the board or place an off-board piece on the board. You can only place knights on squares with rings. The knight is awarded the ring and becomes the holder of the knighthood.

A knight piece can move one square in each of the eight directions except for the square where the knight piece is located. If there is a ring on the square where the knight is moving, the knight gains the ring. The ring is placed over the knight's piece.

Acquisition of rings 1

A knight piece that gains at least one ring is promoted to the rank of holder knight. The holder knight can jump forward, backward, diagonally, left, right, and in eight

directions, except for the square in which his piece is located, for a number of squares equal to the number of rings he has earned. However, the knight cannot move to squares where there are no rings or enemy pieces.

Acquisition of rings 2

If you move a knight piece into a square where an enemy knight piece is, you can take away all the rings that the enemy knight piece has won and keep them for yourself. The ring is placed on the knight piece. A knight piece whose ring is taken is removed from the board and becomes a possession of the opponent. A knight can only be placed on a square with a ring on the board on his turn, and he becomes the holder of the ring. If a piece that does not hold a ring is removed from the board, the piece is out of play.

Game Over.

The game is over when all rings placed on the board have been won by knight pieces. However, if the last ring was won by the first player, the game is over at the next turn of the second player. If there is a legal move, no pass is allowed. The game is over when two players pass in succession.

Victory Condition

The player with more rings at the end of the game wins.

It is not simply the number of rings. The total score is 51 points.

In case of a tie, the game will be a tie. (A tie is possible only when the game is over due to a pass.)

[BGG description, Mitsuo Yamamoto 2013]