Cifra Code 25

1996, Mitsuo Yamamoto,
https://www.kickstarter.com/projects/logygames/cifra-code25

the setup consists of placing the 24 tiles at random
(the central square is always the same tile)

- Decide the first player, then the second player can choose their color and side. The Opposite side is automatically first player's color and side.
- Players take their turn alternately. During their play the player can move their own piece according to the moving rules.
    - If a player moves their piece onto the tile which an opponent piece occupies, they can capture it like a Chess piece.
    - If player moves their piece onto the opposite side (the player's last row), the piece is fixed there (it is called a **goal piece**). Both players can't move nor capture goal pieces.
- When all alive five pieces of any one of players are captured or at the last row, then game is over. There are three variants:
    - **Dash.** The player who has more goal piece(s) wins the game. If they are tied, the player with more pieces on the board wins the game.
    - **Sum.** In this variant each piece is labelled 1 to 5. The player who obtains the highest sum of his goal pieces wins the game. If they are tied, player who has more goal pieces wins the game. If both are tied, the player with more pieces on the board wins the game
    - **King**. In this variant each player has a royal piece. The player who captures the opponent King, or moves his own King to the last row, wins the game.