

## Oka

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Simple abstract game based on the concept of King of the Hill.

The objective is to occupy the 4 squares inside the red border or to have all your remaining pieces inside the 4 central square without your opponent's pieces in any of said squares or capture all your opponent's pieces.

The game is played on 4 modular boards that can be arranged to form many configurations.

Each piece can move in any of the 8 directions - and the number of spaces it can move during the turn depends on the square the piece is currently on - up to 1, 2, 3 or 4 spaces. (see *fig*)

You cannot jump over pieces and move into space occupied by your own pieces. You can capture opponent's piece by landing on them. You cannot pass your turn and must move at least 1 piece one space.

# OKA - hill

move onto enemy piece to capture it

Can move up to

1
2
3
4

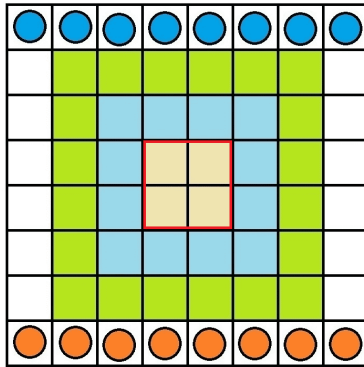
Win > capturing all opponent's piece

> occupying all the 4 square inside the red box

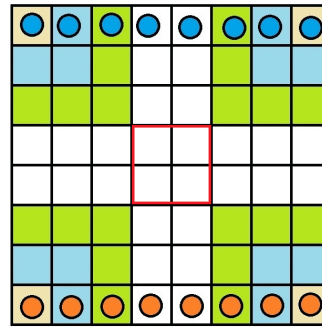
> or have all your remaining pieces in the 4 square inside the red box without any of your opponent's piece occupying any

in any direction

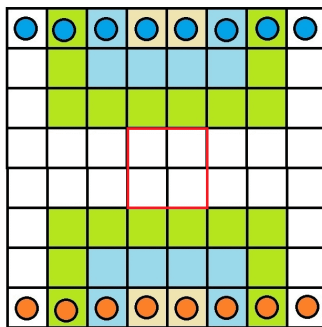
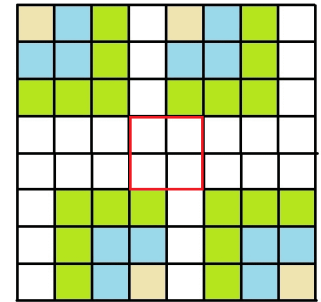
\*(orthogonal + diagonal)



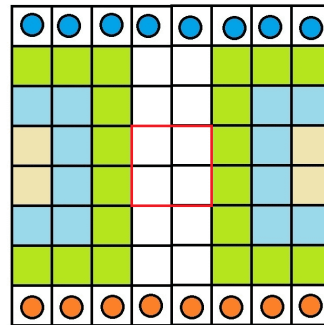
One hill



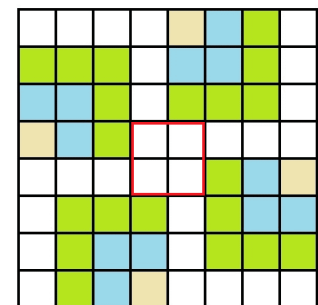
4 hills



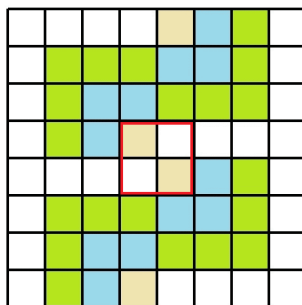
Valley



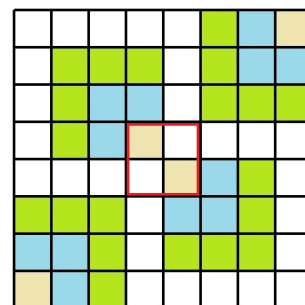
2 hill



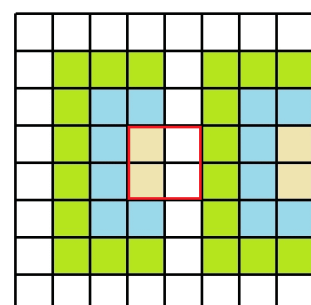
4 cliffs



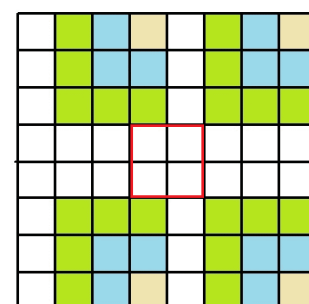
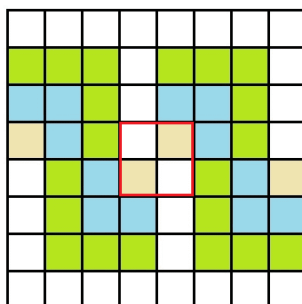
passage



3 hills



Twin Hills



Player A arrange the tiles

Player B person choose the red box location

Player A choose starting side

Player B choose to start first or second