

Bushi

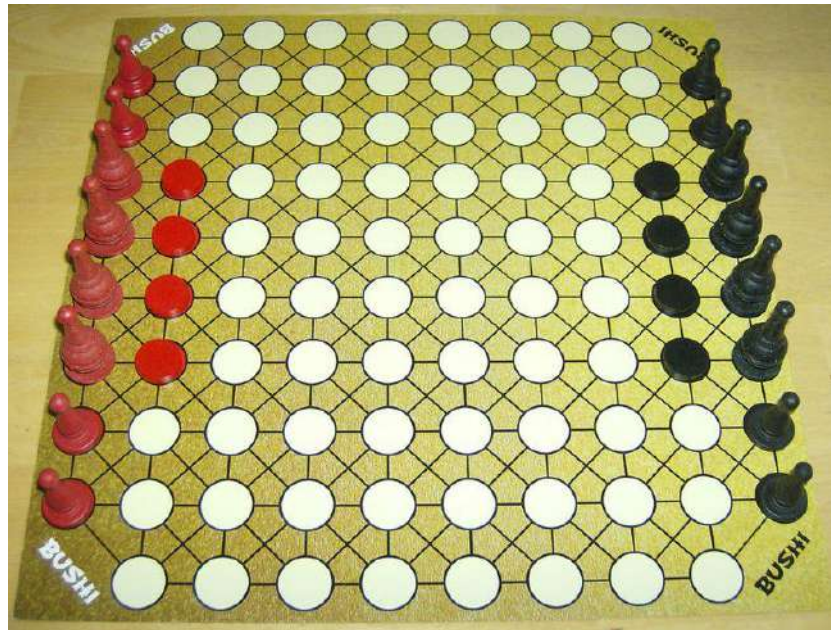
Introduction

Two army forces try to pass each other as good and as fast as possible. They do this by making use of their own troops, but strategical places of the opponent can be used as well.

Box Content

1 board

2x 12 game pieces (Bushi's)

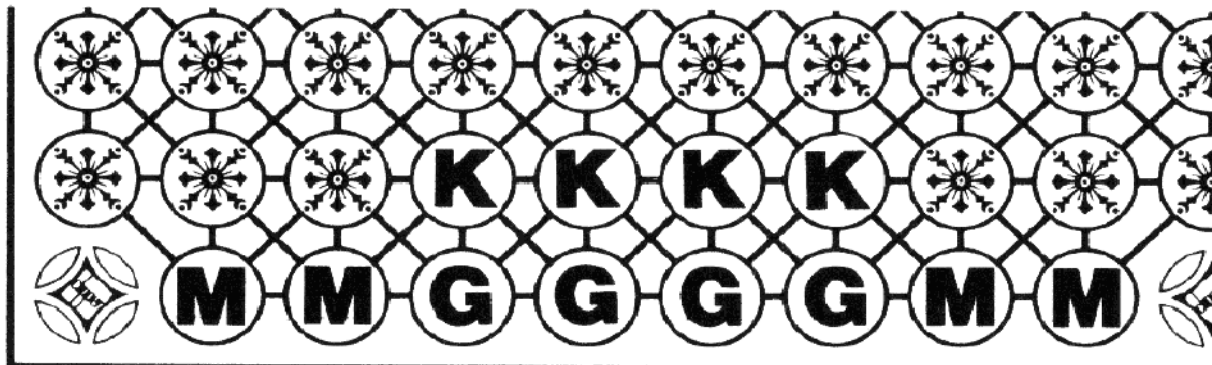


Goal

To be the first to play a complete army of 12 Bushi's across and off the board.

Preparation

Every player gets an army of 12 Bushi's in one colour. This army consists of three groups of four Bushi's, differing in size. The board is placed between the players. Every player positions his pieces on the spaces at the edge of the board as shown below. The armies are on opposing sides of the board.



Note: the pictures used are from the Dutch rules. The translation is as follows:

K= smallest Bushi

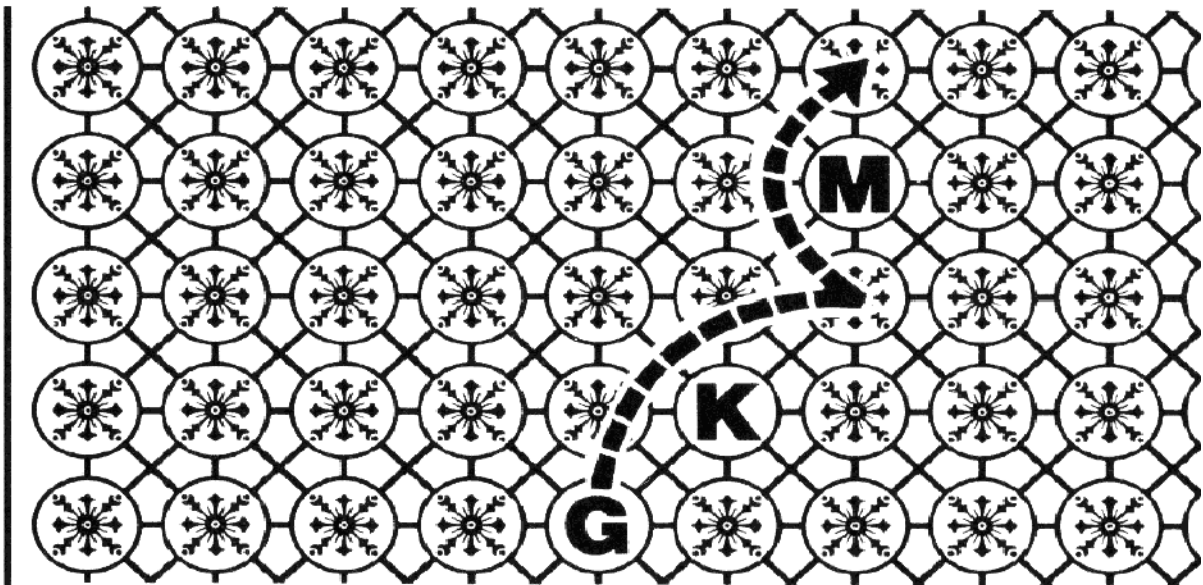
M= medium Bushi

G= biggest Bushi

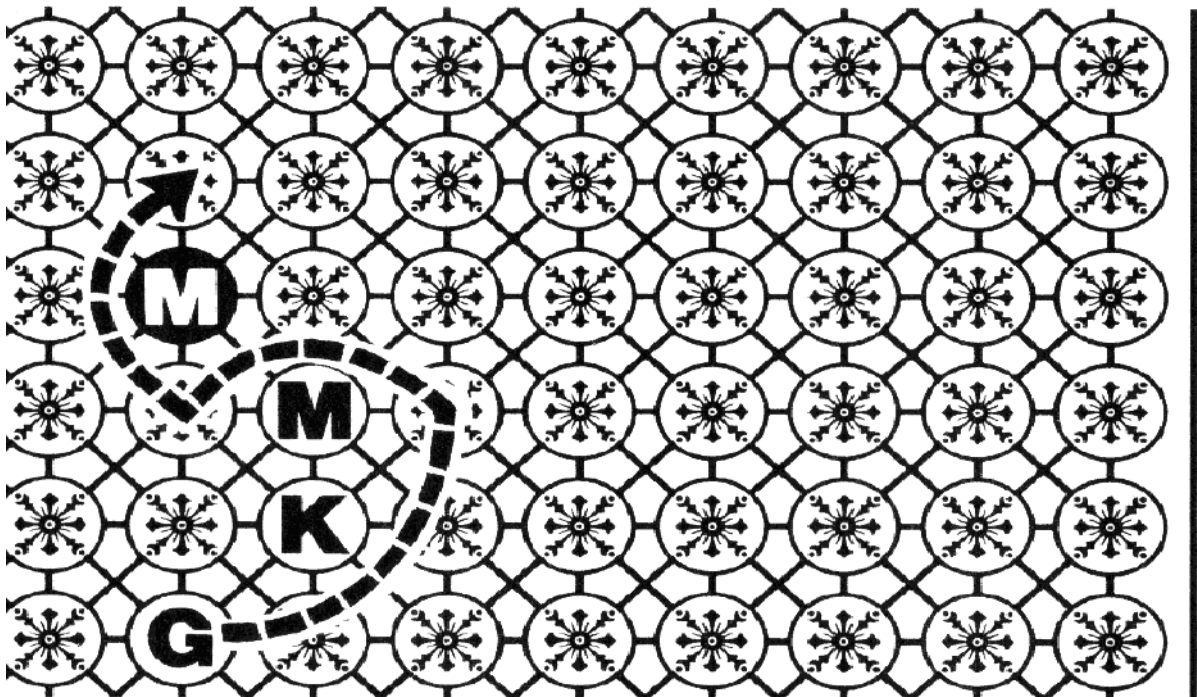
Movement

The Bushi's can be moved in two ways:

- 1) To the next empty space. Horizontal, vertical and diagonal movement are all allowed, both forward and backward. One space per turn.
- 2) Jump over a Bushi of *the same size or smaller* than the one you're moving. The moving Bushi has to be right next to the one it is going to jump over. During one turn you are allowed to jump over more than one of your *own* pieces just as long as there is an empty space behind every jumped Bushi. As soon as you have jumped over a Bushi of your opponent, you have to stop. You, however, may move another Bushi. This one is not allowed to jump over an opponent's piece. See the examples below.



The large Bushi jumps over two of its own pieces. End of the turn.



The big Bushi jumps over two of its own pieces followed by one jump over an opponent's piece. The player may move another Bushi.

Game play

The players take turns, starting with the dark player. He moves one of his Bushi's in one of the two ways as described above. You can't capture your opponent's pieces. Both players have to move their army to the other side of the board. A Bushi that reaches the end of the board can be removed from it on the next turn.

Not allowed

A Bushi is not allowed to jump over a larger piece. Neither is it allowed to jump over an opponent's piece twice in the same turn.

End of the game

The player who is able to remove his pieces off the board first, is the winner.

Playing Bushi with Icehouse

Seeing that Bushi needs pieces of three different sizes and a board sizing 9x9 spaces (the four corners are not played upon), you can easily play this game with Icehouse pyramids.

All you need are:

- Two stacks of different colour, using four pieces of each size
- A checker board
- Checker pieces, generic game counters or some spare coins to adjust the board to the size of a Bushi board
- The rules as described above