

Jidoka

A Game of Strategy for Two Players

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Setup: Align the board so there are ten squares between the players, and 12 from side to side. There will be a white, "Jidoka" labeled square in the right corner closest to each player. White will move first. Each player places his 12 pieces on the line of squares closest to him, placing them in order from left to right, with the numbers on the pieces running from one to seven, then from one to five. See the diagram below for setup positions. Except for the "threes", pieces will not be opposite the same piece of the other side.

5	4	3	2	1	7	6	5	4	3	2	1
1	2	3	4	5	6	7	1	2	3	4	5

To play: White plays first. Each player takes a turn moving any one of his pieces in a straight line either forward, backward, left, right, or diagonally a number of squares equal to the number printed on the piece. The path must be unobstructed, except that the final space may be occupied by an opposing piece, which would be captured and removed from play. Movement of any one piece each turn is mandatory. On all turns except the very first by white the player then has the option of switching the positions of two of his pieces. The pieces being switched need not include the piece that was just moved.

To win: The first player to capture two pairs of opposing pieces immediately wins the game. A pair is two pieces with the same number printed on top. The six and seven together do not make a pair. Also, a player who cannot move a piece in his turn immediately loses the game.