

WUTAISHAN

A board game designed by "Penelope Harrison".

SYNOPSIS

Wutaishan is played on a game board made up of 61 hexes.

The game board represents Mount Wutai (Wutaishan).

Each ring of hexes represents one of the 5 plateaus of Mount Wutai.

The lowest plateau is on the outside of the game board.

The highest plateau is in the middle of the game board.

OBJECT OF THE GAME

There are 3 ways to win the game:

- Move a monk you control to the highest plateau of Mount Wutai.
- Capture all 3 monks controlled by the opponent from Mount Wutai.
- Connect all acolytes and monks you control into a single continuous group.

SETUP

- (See Photo)
- Each player controls 3 Monks and 9 Acolytes.

GAMEPLAY

- The player who controls the black pieces takes the first turn of the game.
- Each player can move one piece on his/her turn.
- Pieces move in 1 of 2 ways:
 - Walk: A piece can move any number of hexes on a single plateau. However it cannot move through ANY occupied hex.
 - Jump: A piece can move a number of hexes, in a straight line, equal to the total number of pieces in THAT line. It can jump over pieces it controls, but it cannot jump over pieces controlled by the other player. Additionally, a jump must involve hexes on more than one plateau. (You can begin and end a jump on the same plateau, but only if you cross over other plateaus in the middle of the jump.)
- IF a player has no legal move, they must pass.

CAPTURING

- Players can only capture pieces controlled by the other player.
- A piece can only be captured if it's landed on by a JUMP.
- Monks cannot capture pieces.

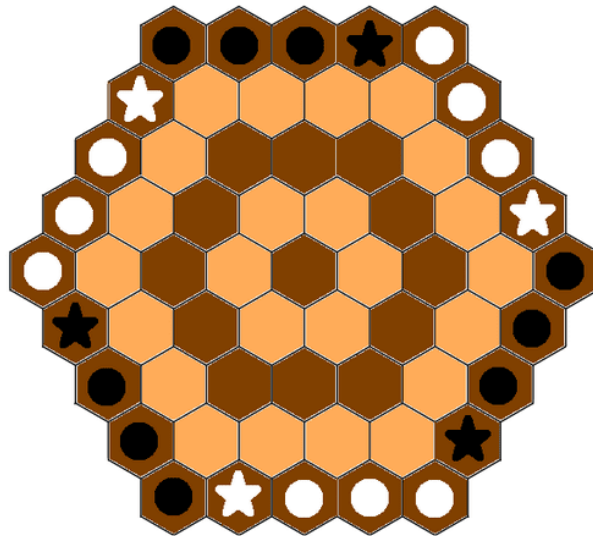
END OF THE GAME

The game ends in 1 of the 3 following ways:

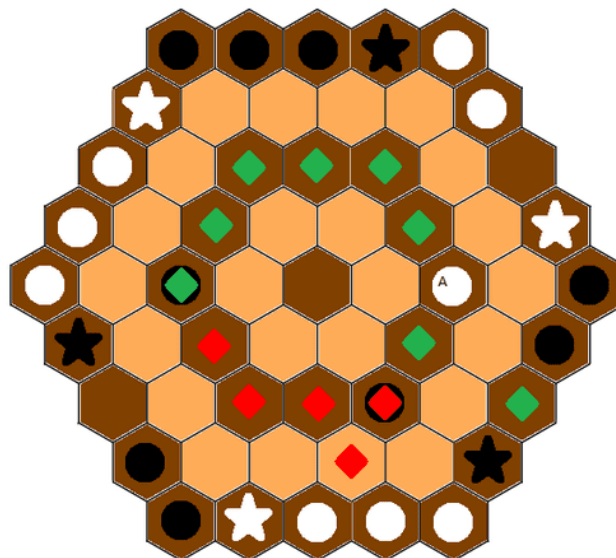
- A player moves a monk they control to the highest plateau (The middle of the game board).
- A player captures the last monk controlled by the other player.
- A player connects all of their pieces into a single continuous group on the game board.

In each of the cases, that player has won the game.

Starting Positions



Movement Example



The piece marked with an A can move to any hex with a Green Diamond, but is blocked from moving to any hex with a Red Diamond. All of the other hexes are ones which are not in the piece's range of movement.

[BGG [description](#), Penelope Harrison, 2020, review by [GolgariGlenRoss](#)]