

## **Don Qu. and the Mysterious Yante**

Components: Game board (8 x 8 squares) and rules, as well as 12 playing pieces, each showing two arrows on one side and one arrow on the other.

Setup: Two colored squares mark opposite sides of the board. Each player chooses one of these sides and places their six playing pieces there, with the side showing two arrows facing up and pointing toward the opponent's side. This orientation must be maintained at all times, as it identifies the player's pieces. The two colored squares remain empty.

Decide who goes first. Turns alternate thereafter.

Objective: Either move a piece onto a colored square on the opponent's side without being immediately captured, or capture all of the opponent's pieces.

Moves: A piece always moves three steps per turn! It may turn at right angles but not diagonally. Moving backward is allowed.

So a move may be three squares straight ahead, or a knight-like move (two squares straight, then one to the side), or landing on a square adjacent to the starting square. Jumping over pieces is not allowed.

Capturing: You capture an opposing piece by landing exactly on its square.

A captured two-arrow piece is flipped and kept. It becomes your own one-arrow piece.

Deployment: A one-arrow piece can be returned to the game for your benefit!

Instead of moving a two-arrow piece, you may place the one-arrow piece on any empty square in one of the two middle rows (between the starting lines). Its arrow must point toward the opponent's side, indicating ownership. On your next turn, it can move like a two-arrow piece and also capture. It can also win the game for you.

If a one-arrow piece is captured, it is removed from the game permanently.

[BGG description, Harald Germer, 2020]