

# Daikuni

By Ignazio Panades, 2020

## Components:

- An 8×8 board
- 32 colored tiles in two colors
- Each player controls three pieces: King, Queen, and Soldier

## Goal:

A player loses if they have no legal move at the start of their turn, or their King is in "check" at the end of their turn.

**Check Conditions:** The King is orthogonally adjacent to an opponent's tile (even if no piece is on it), or the King has a clear line of sight to the opponent's Soldier.

The board starts empty. White plays first.

## Piece Entry

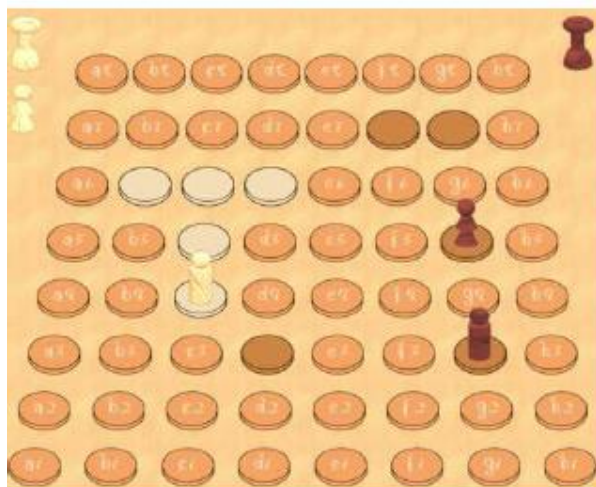
- A piece enters from outside the board, adjacent to a board edge.
- The piece immediately performs a mandatory movement.
- Movement direction is orthogonal to the board edge it entered from.

## Piece Movement

Movement has **two phases**:

### 1. Optional Transfer Phase:

- The piece may move orthogonally from tile to tile of the same color in a "chain."
- This can be repeated any number of times.



*the white soldier can move onto one of the four white tiles.*

## 2. Mandatory Movement Phase:

- Whether or not the piece was transferred during the first phase, it must be moved from its current position.
- The piece then moves orthogonally (row or column) to a free square.
- After movement, the player places a tile of their color under the piece at its destination.



*all the squares that the soldier can reach are highlighted*

### Movement Rules:

- During the mandatory move, pieces can pass over empty squares or friendly pieces but not enemy pieces or tiles.
- If a Soldier has a clear view of the opponent's Queen at the start of the turn, it can move only if it retains this line of sight after moving.
- Queens may **never** have direct line of sight to each other at the end of a turn.

Ref: Il fogliaccio degli astratti #74