



The objective of the game is to maneuver your army to capture your opponent's king using your spears, cavalry, and archers. Pieces move through unoccupied hexes, and can't jump.

The Pieces:

King:



The king can move and capture one hex per turn in any direction.

If the king is next to another friendly unit, they are invulnerable.

Cavalry:



Cavalry can move up to five hexes in any direction and can capture multiple enemy pieces by landing on them. If a cav captures a spear, they have to stop.

Archers:



Archers can move up to three hexes in any direction per turn OR capture an enemy unit exactly three hexes away, even with pieces on the hexes in between. If an archer captures an enemy archer, both pieces are removed.

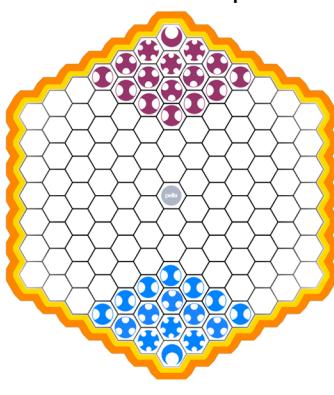
Spears:



Spears can move up to two hexes in any direction, and can capture an enemy piece by landing on it. Once a spear captures a piece, it must stop.

Once per game, each player's king can land on the center hex and bring back a captured piece next to it, if there is an empty hex.

Initial Setup:



pella

