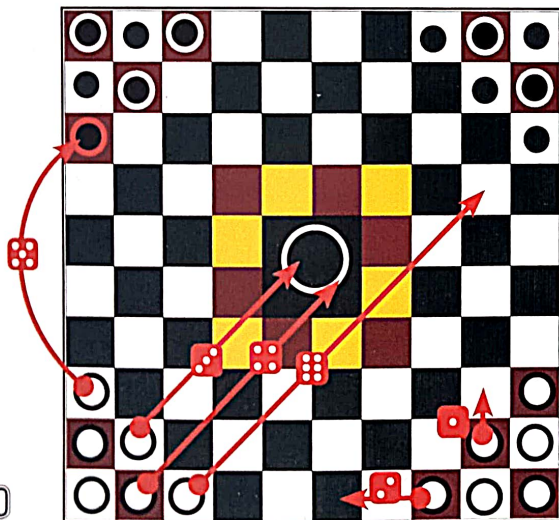


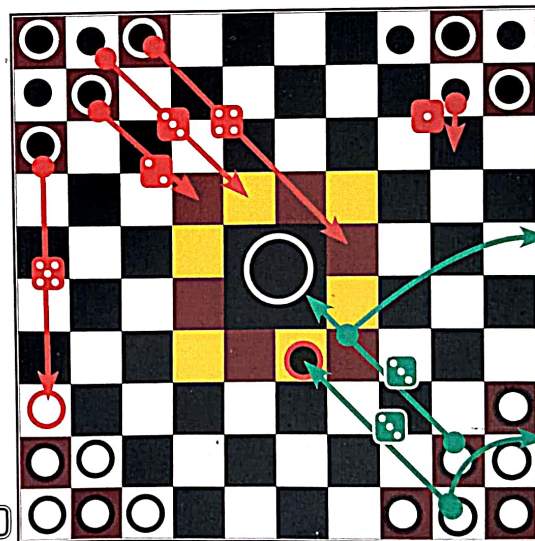
### 3. UNIT MOVES (ATTACK)

1. A **throw of die** decides the movement of any unit.
2. A Unit can move only in **straight line**, Vertical, Horizontal or Diagonal.
3. A Unit can not jump over another unit of any color.
4. A Unit can **remove and replace** opposing unit if die throws the exact distance to the opposing unit (Die throw of 5 in illustration below).
5. An attacker Unit has a successful **"Hit"** upon the General if there are no **Defenders (opponent)** in the **MOAT** (Die throws of 3 and 4 in illustration below).
6. Unit that "Hits" the General goes off the board i.e. it "dies".



### 4. UNIT MOVES (DEFENSE)

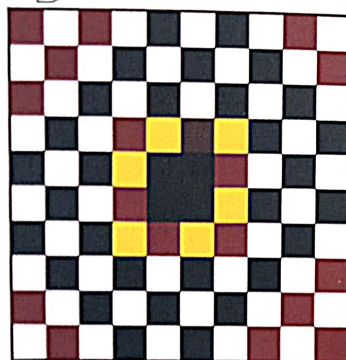
7. Defender tries to place one or more units in the **MOAT** as **defense units** (Die Throws 2, 3 or 4 in the illustration below).
8. If there is at least ONE defender **ANYWHERE** in the MOAT and an attacker tries to "hit" the General **Both Attacker and Defender units go off the board**, and there is **"No Hit"** upon the General.
9. In case of **multiple** defenders in the MOAT, the defender unit of **attacker's choosing** is taken off the board **along with the attacking unit**.
10. Attacker units can **remove and replace** defender units in the MOAT from anywhere if the die throws the distance between them. The General takes no hit in such moves.



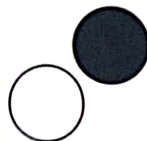
In this move, **both** Attacker and Defender die. **NO HIT** to the GENERAL

This move removes the defender and places the attacker

## 1. TERMS



### GENERALS



Large pieces are generals. Generals stay in the keep and defend it from inside. **One player (or team of 2) tries to "Hit" the General 3 times (or more as players decide), while the other tries to defend it.**

### UNITS



Small pieces are units of soldiers. The units attack the general of opposite color and defend the same.

Units run with the throw of dice.



Units move in straight lines, vertical, horizontal or diagonal.



Units cannot jump over each other.

Game starts with all the units in garrisons (marked red)

**Small arena (10x10) has 6 units in each garrison.  
Large arena (12x12) has 10 units in each garrison.**

## 2. OPENING THE GAME

### TOSS

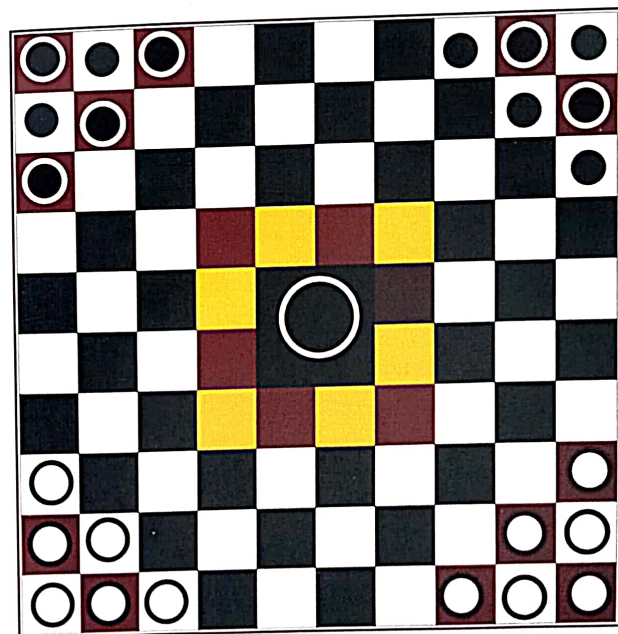
Winner of the toss chooses:

1. Color of their garrison
2. Defense Play (place **same color general** in the keep)

OR Attack Play (Place **opposite color general** in the keep)

### OPENING

**Attacker** opens the game with first throw of the die.



## 5. MOVES (THE GENERAL)

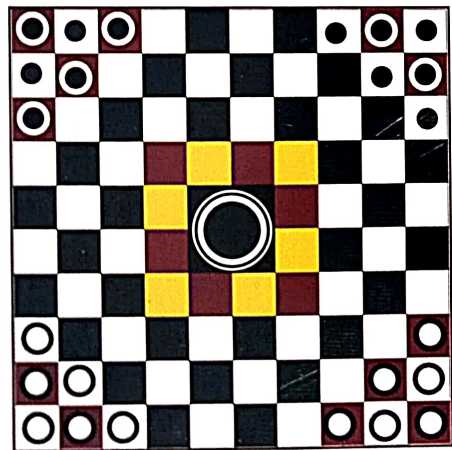
1. Attackers can "Hit" the General if there are **no defenders in the MOAT**.

2. Attacker hitting the General goes off the board i.e. Dies.

3. General **dies upon third "Hit"** and the **game is won** by the attacker.

4. **The General (Defense) wins** when there are **less attackers than remaining hits** on the board. e.g. If the General never takes a "Hit", defense wins when only 2 attackers remain on the board.

5. If all the defenders are off the board, a General has to survive **6 die throws** by the attacker in order to "**Draw**" the game. Defender can throw the dice if thier **OFFENSIVE** (see special moves on next page) move is remaining. Otherwise the Attacker gets to throw the dice 6 times uninterrupted.



## 6. SPECIAL MOVES

1. **GARRISONING**: At a throw of six, a player can transfer **ONE** unit between garrisons to an **EMPTY** place. Players are allowed **GARRISONING** only **ONCE** during the game, to create openings in defenses of the opponent.

2. **OFFENSIVE**: If there are less than 3 defenders on the board, A general can **kill One attacker in the MOAT** if the **die throws 1**. A general is allowed only **one OFFENSIVE** in the game.

3. **STALEMATE**: If no moves are possible due to **blockade** by opponent or dice throwing a large number (**5 OR 6**), active player can throw the die **again to break the stalemate**.

