

Kings & Quadraphages

(refer to the reverse side of a game board or manual for detailed directions)

GOAL: The goal is to block in (or entrap) the opponents king so it is unable to move. If the chips are gone and neither king is trapped, then a tie is declared.

TO START: Place kings (pawns) on the spaces marked with the crest. After the start of the game, the crest-marked spaces have no special value. They are to be used as any other square space.

TO PLAY: Players should alternate turns.

Each turn consists of two parts:

- 1) Move king one square in any direction (vertically, horizontally, or diagonally) to an unoccupied square, trying to escape being trapped.
- 2) Placing a chip on any remaining unoccupied square, trying to trap opponent's king.

*A piece laid is a piece played. Meaning- once a chip is set down, the player cannot change placement, nor can a king be moved once it is released.

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