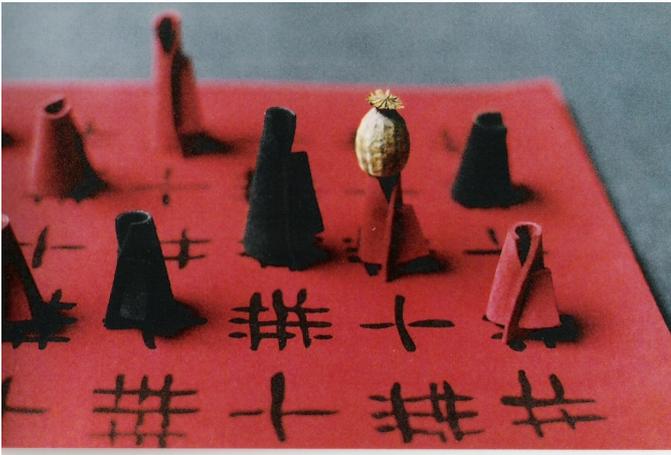


# 両丹丸丹

2 players, + 8 years old- Claude Leroy- 2005 JACTALEA



## Description

- a 6x6-square mat : 12 single squares, 12 doubles, 12 triples
- 6 red pieces : one damyo (Lord) and 5 ronins (samurai)
- 6 amber pieces : one damyo and 5 ronins
- 1 pedunculated piece : the Mana

## Goal of the game

The game is over when one piece (either damyo or ronin) eliminates the opponent's damyo by joining it in its square.

## Before starting the game

-The player with the red pieces positions the mat to his liking by choosing one of the 4 sides which best suits him/her. Then s/he displays his/her pieces on 6 squares of the first two rows.

-The amber player then displays his/her own pieces on 6 squares among the 12 closest to him/her.

## The moves of the damyos and ronins

- The red player starts. Each player in turn moves their pieces forwards, backwards, laterally (never in a diagonal). A piece standing on a triple square moves 3 squares, one on a double 2 squares and one on a single just 1; you may change direction within a move but only at right angle.
- You cannot jump over another piece nor pass twice on the same square.

- Yet, your move may end on a square occupied by your opponent : his/her piece is then eliminated. (Remember: if that piece happens to be his/her damyo, you win the game).

## The role of the Mana

It consists in influencing the moves of your opponent's pieces. After the red player has moved his/her first piece, s/he crowns it with the Mana. The amber player is thus obliged to move a piece (damyo or ronin) standing on a square of the same value as that which owns the Mana. As soon as s/he has played, s/he in turn crowns his/her own piece with the Mana, which conditions your next move. Then, throughout the game, whichever piece that has finished a move is crowned with the Mana.

## Is the Mana always to be obeyed?

There are two logical exceptions to the rule:

- a) when none of your pieces is placed on the requested square.
- b) when the requested piece(s) cannot move because its way is blocked by other pieces.

In that case, you may either move any piece (whose move will be conditioned by the type of square it is standing on) or re-introduce on the board one of your ronins previously dismissed by your opponent. You may put it on any square as long as it corresponds to one requested by the Mana. The reintroduction will count as a move. Next time you play, the re-born ronin will obey the rules like any other piece.

## Some advice to beginners

You should rather seek for a good position leading to the elimination of the damyo than systematically try to eliminate your opponent's ronins : first this elimination might only be provisional; next, taking pieces out of the game may weaken your partner but it will also give him more opportunities to disobey the Mana.

The best strategy is then to keep your opponent under control and not surrender to his.

