

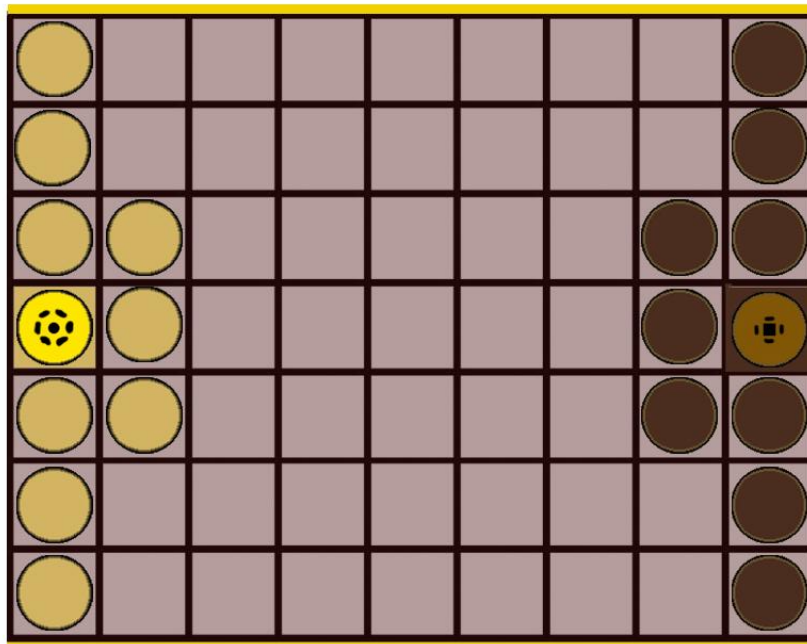
Shahbazee: The Game of Kings

Materials:

- 1 Game Board
- 2 Dice
- 18 Soldiers, 9 of each color
- 2 Kings, 1 of each color

Set Up:

- Set the board between the two players and place the kings in the middle row directly across from each other. The kings are each marked with a unique symbol that can be found on the game board in the castle of each king respectively. The castle of each king also matches the king's color.
- Place soldier tokens on the board as shown

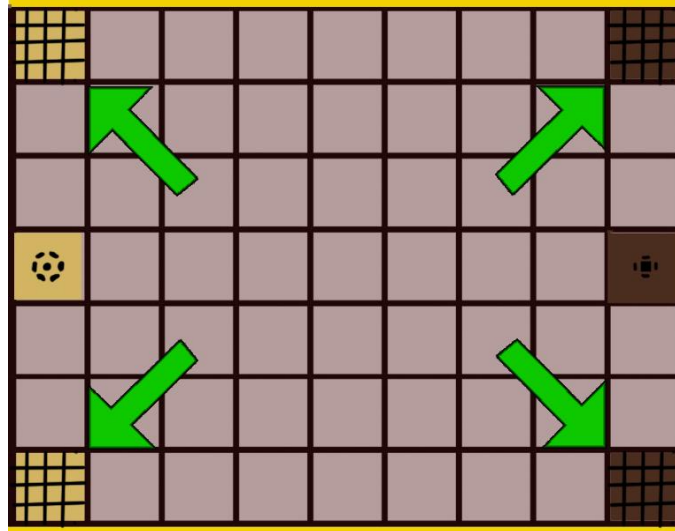


- Each player rolls one die, with the higher roller making the first move. Repeat as needed

Objective:

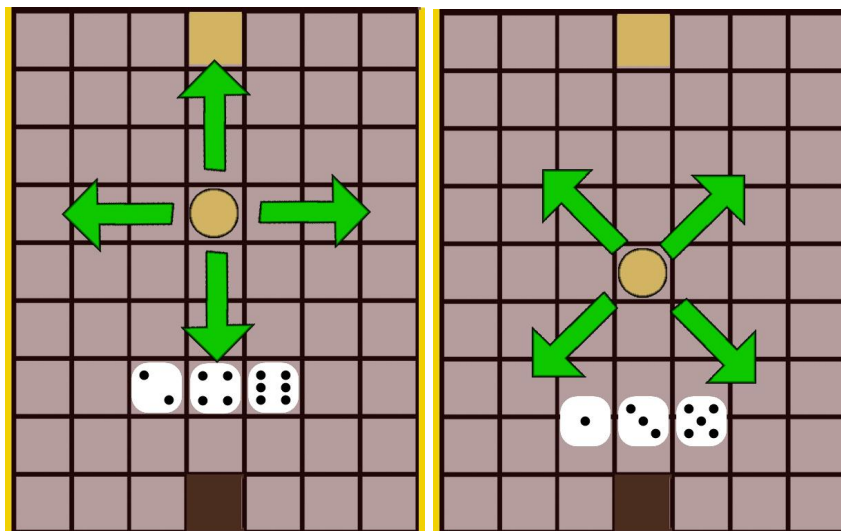
- The object of the game is to capture the opponent's king
 - In order to capture a king, it must first be taken from its castle
 - To pick up the king, a player moves one of their pieces onto the space that the king is occupying
 - After being picked up, the king loses its ability to move independently and instead moves with the piece that has picked it up

- The king is instantly returned to its castle when the piece holding it is captured
- After taking the opponent's king from its castle, it must be delivered to your dungeon in order to capture it. The dungeons are located at the four corners of the board (shown below)

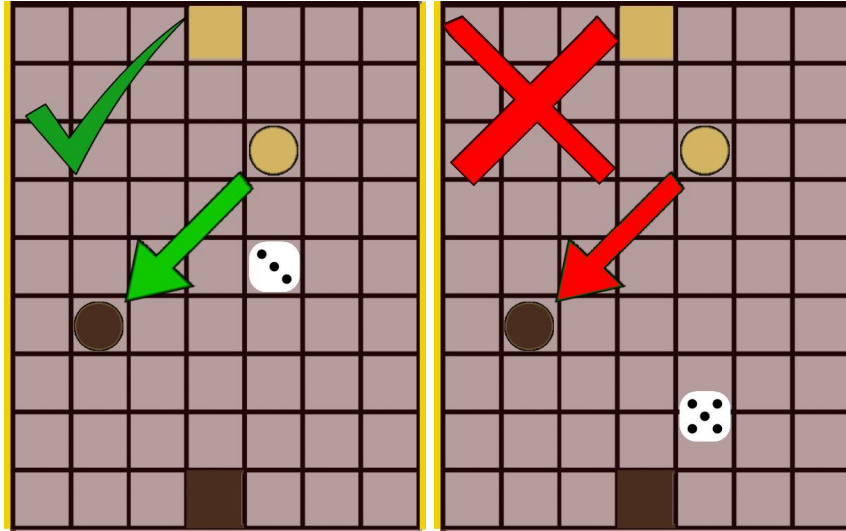


Gameplay:

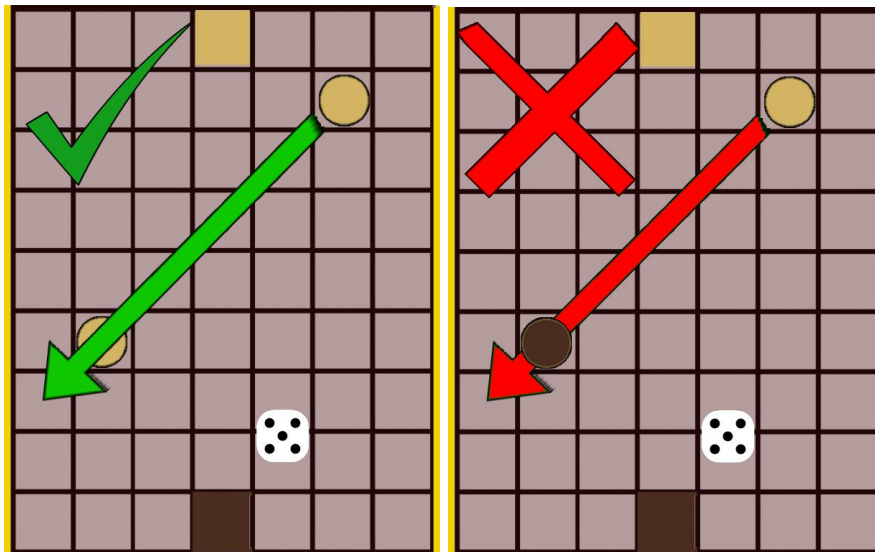
- At the beginning of their turn, the player rolls both dice
- Using the outcome of the roll, the player moves their pieces
 - A roll may be divided between two units (using one die for each piece) or used entirely on a single piece
 - An even numbered roll causes the piece to move horizontally or vertically, while an odd numbered roll causes it to move diagonally. Kings and soldiers move in the same manner



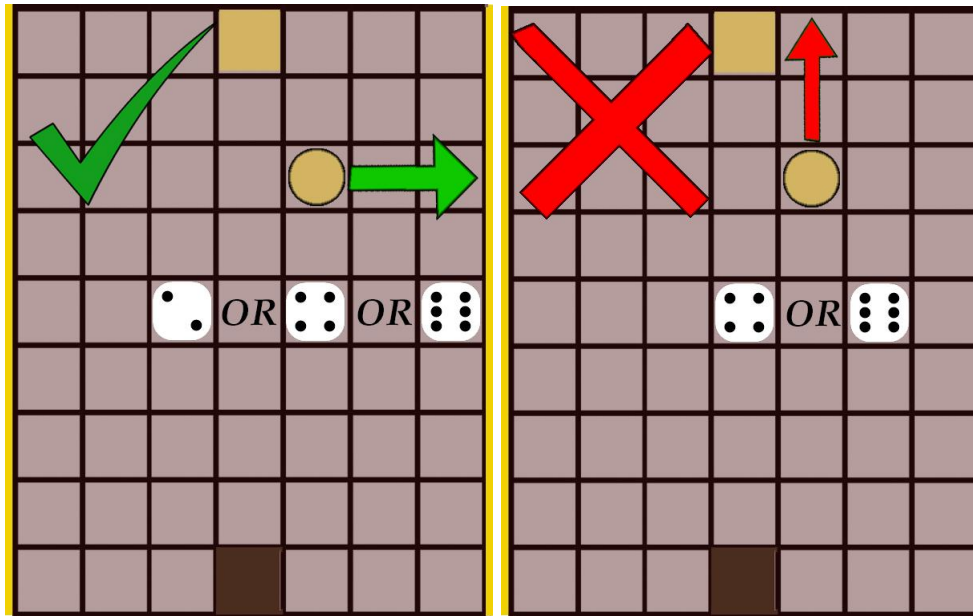
- A piece may NOT change direction part way through the usage of a single die
- Pieces may move either forward or back
- An opponent's soldier may be captured if one of your pieces **ends its movement** on the square occupied by the enemy piece



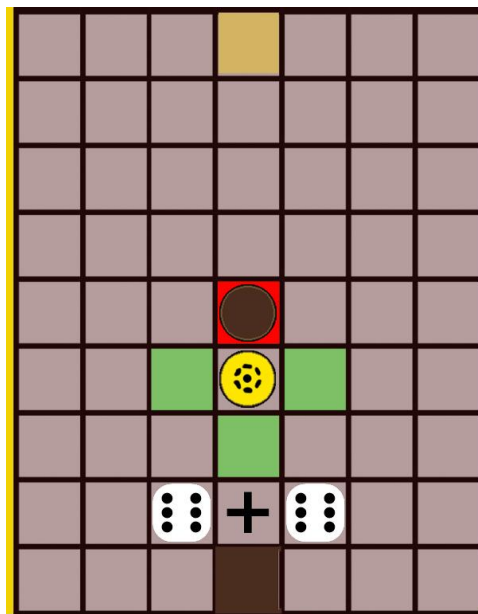
- Pieces may only move “through” allied pieces. Trying to move through an opponent's piece is an illegal move



- Colliding with the golden walls on either side of the board stops the movement of pieces and are the only way to end movement prematurely



- Rolling doubles allows the player to choose between two options:
 - They may return a captured piece to the field (in an **unoccupied** square adjacent to their king)
 - They may roll again after their initial movement



The above image shows where the player could bring a soldier back to the board. They cannot place it in the top square, as it is occupied. This can be done on any double rolled

Advanced Movement:

- The image below shows all possible movement options for a soldier or king given the roll shown. The green targets mark locations when a piece could end its movement and therefore capture an enemy soldier

