Ming Mang

Objective:

The game is played on a grid board, and the goal is to capture the opponent's pieces and prevent them from making a move.

Setup:

The game is traditionally played on a 17x17 grid, but it can be played on any square grid (e.g., a chessboard or checkers board). The board size determines the number of pieces each player uses.

Each player starts with 32 pieces (or fewer, depending on the board size). At the start of the game each player has 32 pieces filling two adjecent sides of the board, as showen in illustration 1.

Black makes the first move.

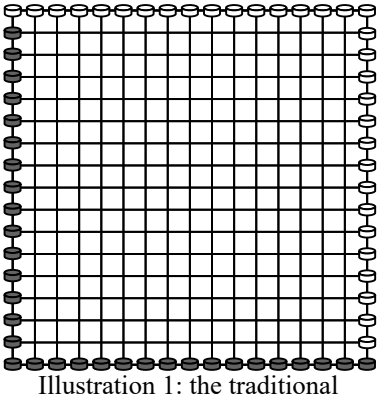

Illustration 1: the traditional 17x17 ming mang board, with pieces set out ready for play.

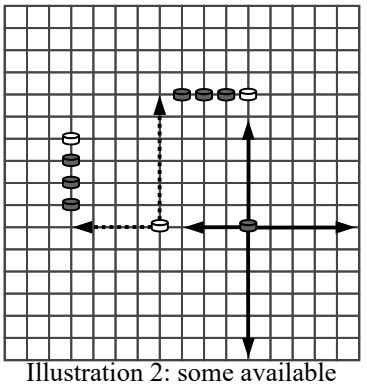

Illustration 2: some available moves. The black piece can move any distance along the solid lines indicaated. If the white piece moves to either of the squares at the end of the

How to Play:

Player's Turn:

On his turn, he moves one of his pieces along the grid lines (or rows and columns on a checkered board). The piece can move as far as he wishes along the lines, but it cannot jump over other pieces.

Movement:

A piece must stop on an unoccupied space, and it cannot pass over or land on another piece.

Capturing Pieces:

How to Capture:

A player can capture an opponent's pieces by surrounding a horizontal or vertical row of enemy pieces with his own. To do this, the player maneuvers one of his pieces at each end of a row, trapping the enemy pieces in between.

Captured Pieces:

Once a row is surrounded, the opponent's pieces are captured and are replaced with the capturing player's pieces. This flips the captured pieces to the capturing player's color.

Note:

Only horizontal or vertical rows of pieces can be captured. Diagonal rows cannot be captured.

Ending the Game:

The game ends when one player is unable to make a move during their turn. This can happen for one of the following reasons:

A player has no pieces remaining on the board.
A player still has pieces but cannot move any of them to an unoccupied space (because all their pieces are blocked).

The player who cannot make a move loses the game, and the opponent is declared the winner.