

LONG FANG JI

LONG NHAT DUY NGUYEN

1. Place Long, Fang

Orange always goes first.

a. Free Long Fang rule (official rule)

Orange and Green take turn to place Long or Fang on row B (orange team) and row H (green team) including make group.

b. Fixed Long Fang rule (practice rule)

Orange and Green take turn to place Long or Fang in 1 of 2 square in front of the Ki. After first piece is placed, the next piece only can be placed in the remaining square.

2. Rotate

Rotate to left or right 1 piece and keep its place.

Wang, Long, Fang can't be rotated.

3. Move and Move rotate

Move a piece like the picture printed on it with the black square is the beginning and the colored tiles including:

- Solid color mean can move one square in the direction indicated.
- If the color is not solid, it means it is possible to move multiple tiles continuously in the direction indicated until the way is encountered.

After going, you can include rotating to create move rotate.

Move on your piece create a team, move on the opponent's piece is capture.

Wang cannot create teams and is created.

4. Team and team move rotation

Move the team in the same way as the top piece.

After a team move, the team can rotate the top piece to make a team move rotate.

Move team can't go up to your piece, if you go to the opponent's pieces then capture it.

5. Split and split rotate

Split top piece in its own way.

After splitting, the rotation can be created to create split rotate.

Split can't go up to your piece, if you go to the opponent's piece then capture it.

6. Drop

Drop 1 captured piece into an empty square or your piece.

Drop can optionally choose the direction for the drop piece.

7. Finish

Check mate Wang.

The Pat (Wang was not checked and there was no valid move) at this time the game draw.