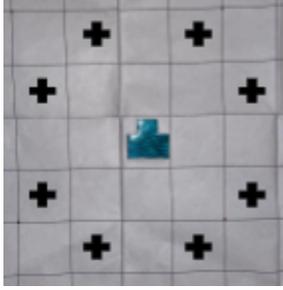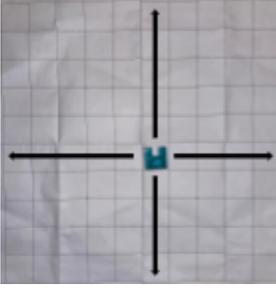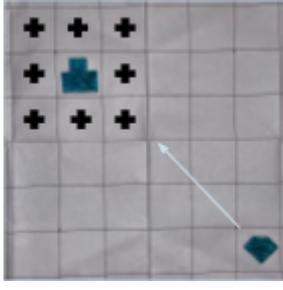## 1)Board & Setup

The board is a 10×10 grid.

Player A's area: first 3 rows. Player B's area: last 3 rows.

Each player has 9 Silver, 4 Gold, 2 Platinum, 2 Titanium, 4 Diamond, and 1 Rhodium piece.

During setup, each player may place their pieces anywhere within their designated area in secret, once both are finished, they may view the opponent's area.

2)Piece Movement & Capture

Note: A capture occurs when your piece moves into a space occupied by an opponent's piece.

Silver 🏠 : Moves/captures 1 space in any cardinal direction.		Gold 🩲 : Moves/captures 1 or 2 spaces diagonally.	
Platinum 🔩 : Moves in an L-shape (2 spaces in one direction, then 1 perpendicular). Can jump over pieces.		Titanium 🔩 : Moves any number of spaces in a straight line (row/column).	
Diamond 💎 : Teleports to any space around the Platinum. Can only move (not capture) if the Platinum is in its player's area.		Rhodium 🔘 : Moves 1 space in any direction (cannot capture).	

3)Stacking Rules

Silver 🏠 and Gold 🗻 can stack on their own type. Max 2 pieces can stack per turn as part of their legal movement.

Stacked pieces move within their combined range.

Separated pieces from the stack move/capture within their own combined range.

3.1)Dismantling a stack:

- Bottom piece always remains in its position.

- Dismantled pieces get relocated to adjacent spaces; If no space is available, the rule applies to the next nearest 8 spaces.

3.1.1)Dismantle own stack

- The first two pieces relocate to adjacent spaces within their movement range, while the rest relocate to any adjacent space.

- You cannot capture an opponent's pieces when dismantling your own stack.

3.1.2)Dismantle opponent's stack

- Diamonds 💎 can dismantle an opponent's stack by relocating it to their Graveyard Zone (don't count as a turn) allowing you to relocate the opponent's pieces into any adjacent spaces.

3.1.3)Capturing opponent's Stack

- If a Stack is captured, the first two pieces are flipped and placed in the opponent's Graveyard Zone; the rest are placed by the opponent in any adjacent space.

4)Revival Rules

Captured pieces flip to the opposite theme (light/dark) and move to the capturing player's Graveyard Zone.

Captured pieces must be visible to the opponent.

Pieces can be returned to the Battle Zone as a turn (Revived Pieces), but:

- Revived pieces cannot be placed if they directly threaten an opposing piece of the opposite theme (light/dark side).

- Silver /Gold pieces can be revived onto a similar piece but can't create an immediate threat to an opposite-theme opponent piece unless that threat already existed from the piece being stacked on.

  - When a piece is being revived on top of another piece with a different theme, he chooses which of them to be on top and it counts as the theme of the stack.

  - Platinum cannot be returned where it threatens or is adjacent to an opposite-theme piece.

- Only Diamonds can be placed near a Platinum.

- No piece can be revived near the Rhodium .

5)Winning & Endgame

First winning condition:

Capturing the opponent's Rhodium results in instant victory.

Second winning condition:

The difference in the captured pieces is 5 pieces results in victory to the player with more captured pieces.

- If you sacrifice a diamond to dismantle a stack, no captured/sacrificed piece during this turn is to be counted towards the 5 pieces victory points.

Third winning condition:

Get your pieces into the squares of the opponent's last row (the last row from your side and first row from the opponent's side), each new square that a piece of yours lands on provides you with 1 point, get 4 points to win (once you land the piece you get the point and don't lose the point even if your piece have left that square).

- Don't count if the piece is dropped on the last row.
- Don't count if the piece is light themed.
- Don't count if the piece is a diamond .
- The space must be empty when you capture it "your opponent piece isn't on it".
- Don't count if your piece is placed by your opponent through him sacrificing his diamond
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