

## LINEAR PURSUIT

Manœuvre your pieces around the board, capturing and blocking your opponent's pieces.

Capture your opponents 'King' to win the game.

## SET UP

There are two sets of positions, an 'inner' (in play) set on the circumference of the playing area, and directly behind these, an 'outer' (out of play) set.

There are many, many set up options.

Less pieces for a potentially shorter game ('major pieces' need not necessarily be the same for each player), provided each player begins with the same number of pieces and both must have a 'King'.

Players may agree a symmetrical set up, or, they may elect to take alternate turns randomly placing their pieces (not necessarily on their own side of the board). Players may elect to play with, or without 'Pawns' in the 'inner' (in play) positions.

'Major' pieces ('King', 'Bishops', 'Knights' and 'Rooks'), always begin play in the 'outer' (out of play) positions.

## CLASSIC

'Classic' set up requires all pieces.

Place the 'King' centrally on the player's own side of the board, flanked by 'Bishops', 'Knights' and finally 'Rooks'.

A 'Pawn' (of it's own denomination) should be placed in each 'major' piece's 'inner' (in play) position.

## YIN YANG (Popular Alternative)

Place the 'King' on the player's own side of the board, in the 'outer' (out of play) position on the left. 'Bishops' in the next two positions to the right of the 'King', followed by the 'Knights' then 'Rooks'. 'Pawns' in place.

## RULES OF MOVEMENT

A piece can only move around the board from the 'inner' (in play) positions. A piece in an 'outer' (out of play) position, must first be placed in its 'inner' (in play) position if vacant, this constitutes a player's turn. If a 'major' piece in it's 'outer' (out of play) position has an occupied 'inner' (in play) position, the 'major' piece is effectively blocked and cannot move.

## PAWN

May only move from its position, along a single line, to a new position.

No use of the circumference is permitted.

If the target position is occupied by another of the player's own pieces, or, an opponent's 'major' piece, that move is unavailable. If the target position is occupied by an opponent's 'Pawn', that piece is deemed 'captured' and removed from the board.

## ROOK

As 'Pawn', though may capture 'major' pieces.

## KNIGHT

Once 'in play', can only move from its position along two consecutive lines, connected by a vacant 'inner' (in play) position. If the target position is occupied by another of the player's own pieces, that move is unavailable.

If the target position is occupied by an opponent's piece, that piece is deemed 'captured' and removed from the board.

The two lines used, must first be an inner (straight) line, followed by a line on the circumference connecting neighbouring positions.

## BISHOP

Once 'in play', can only move from its position along two consecutive lines, connected by a vacant 'inner' (in play) position. No use of the circumference is permitted.

If the target position is occupied by another of the player's own pieces, that move is unavailable.

If the target position is occupied by an opponent's piece, that piece is deemed 'captured' and removed from the board.

## KING

Once 'in play', may elect to move either along a single line (as 'Pawn'/'Rook'), or, along two consecutive lines (as 'Bishop').

## VICTORY

Victory is achieved either by capturing your opponent's 'King', or, if your opponent has no legal move available.

(If only the two 'Kings' remain, any player, on their turn, may declare a draw).