

Short rule

1. Orange plays first.
2. Orange and Green take turns to drop Dragon and Phoenix. Orange drops on row "b", Green drops on row "h". After that, pieces move according to the rule below.
3. Players take turns to play until the game ends.
4. When a player makes a move, he can choose between: rotating piece, moving single (1 piece) and/or rotating, grouping, moving group and/or rotating top piece, drop captured piece.
5. Player can only move with his own pieces.
6. Move don't make the board change is illegal.

Move rule

1. Rotating
 - A piece can rotate 90 degrees.
 - Emperor, Dragon and Phoenix can't rotate.
2. Move single (only 1 piece)
 - A piece has his moving method printed on the face. Middle square is its standing place now on the board, color (not white) square(s) is the place this piece can move to, color squares have 1 little square inside that show that the piece can move forward that direction until it meets a block.
 - After moving, the player can include rotating.
 - Moving to the square occupied by the opponent is capturing.
 - If the single piece on board or outside (read dropping) moves to the square occupied by its owner pieces, that piece is placed on top to make a group. (The Emperor can't become a part of the group).
 - Top piece of the group can move off (and/or rotating) but can't make a new group right after.
3. Move group
 - A group can move together with the moving method of the top piece.
 - Moving the group to the square occupied by the opponent is capturing.
 - After moving, the player can and/or rotate the top piece.
 - Group can't make a new group right after moving.
4. Dropping
 - captured pieces are flipped to become capturing player pieces.
 - Captured piece can be dropped back to the square that isn't occupied by the opponent in any direction.

Game end

1. The Emperor is checked mate.
2. The Emperor isn't checked but the player can't make a move. This is PAT.
3. When a player resigned.
4. "Thousand day game" is the situation in which one board image is repeated 3 times. Whoever makes this situation loses the game.