CANNON

By David Whitcher

Goal

Using your soldiers or your Cannon, capture the enemy's town.

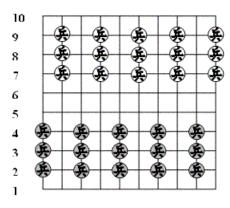## Components

Towns

里 x1   里 x1

Soldiers

兵 x15   兵 x15

Setup

Assemble the board, with the word Cannon title facing each player. Cannon is played on a 10x10 board with the following set up, using the cross points (intersection) instead of the cells in the oriental tradition.
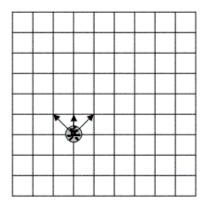
Place the light (outlined symbol) pieces and dark (engraved symbol) as shown. These are the soldiers. Then, the light player places a town (square) behind the light soldiers (in row 10) anywhere in that row, excluding the corners. Next, the dark player places a town (square) behind the dark soldiers (row 1) anywhere in that row, excluding the corners. Towns do not move.

Starting with the light player, each player will move or capture with a soldier or Cannon until one player's town is captured.
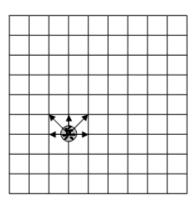
Movement

Each turn, a player will make **ONE move or capture** with a soldier or a Cannon.

A *soldier* may make one move per turn to an adjacent (orthogonal or diagonal) forward empty point.
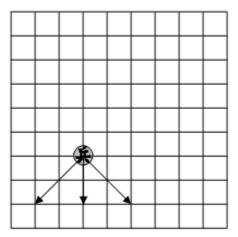
OR

Capture an adjacent (orthogonal or diagonal) forward or sideways piece.
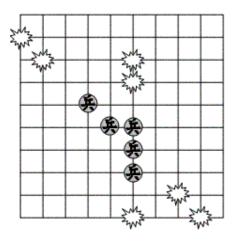
OR

Retreat backwards (orthogonal or diagonal) two points if it is adjacent to an enemy piece. Both points must be empty.
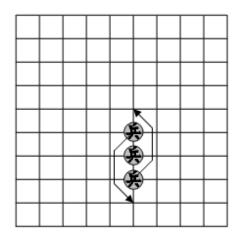
A *"Cannon"* is a (orthogonal or diagonal) line of 3 adjacent friendly soldiers. A Cannon may make a non-move capture (i.e., a Cannon shot) two or three positions in line with the group as long as the position immediately in front of the cannon is not occupied.

OR

The Cannon may also shift along it's length in either direction without capturing.

Every turn each player must move a soldier or use a Cannon. Passing is not allowed.

Winning

The player that captures the opposite Town with soldier or by Cannon shot (as a checkmate in chess) or stalemates the opponent wins.

For tournament play it is suggested that no Cannon may shift more than three times in a row regardless of the direction without an intervening move from another cannon or single soldier.

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