

# Kings & Quadraphages Classroom Guide

**Goal:** Entrap the opponent's king so that it cannot move to an adjoining square.

**Start:** One player holds 2 kings in 2 hands. Second player chooses which color will be first. Second player then picks one hand of first player. If he picks starting color, he goes first; otherwise, the other player goes first.

**Setup:**

- Each side gathers his color of king and 30 quadraphages.
- Kings are placed onto the squares marked with a crest & close to each player.

**Two Parts to a Turn (in order):**

- Move king to any adjoining unoccupied square, one space horizontally, vertically or diagonally.
- Place chip (quadraphage) on an unoccupied square anywhere on the board.

**"Eaten Squares":** Once a chip is placed onto a square it has been eaten by a quadraphage. This square can no longer be used.

**Crest-Marked Squares:** Only indicate the starting position for kings. During play, they are treated like any other square.

**Move It-Use It & Place It-Use It:** No repositioning moved kings or placed chips once hand is removed.

**Comment:** When learning the game, allow players to move pieces to see the strategic impact.

**End of Game:** When a player has no more chips to place onto the board at the beginning of a turn.

**Win/Tie:** Play continues until one of the kings is trapped (cannot move horizontally, vertically or diagonally to adjoining square) or until the game has ended. A player can declare a win at the end of a turn upon trapping opponent's king and before passing the flag card. If neither king is trapped at end of game, a tie is declared.