



QYSHINSU
Rules Summary

BOARD: there are twelve triangles on the surface of the circular board. Only one stone may reside on a space.

STONES: There are a total of 24 stones (12 red & 12 black). Each player chooses one color - red or black. There is one pair of six different kinds of stones for a total of 12 stones per player.

They vary in kind:

-Stone of 1, Stone of 2, Stone of 3 , Stone of 4 , Stone of 5
& the “Old Stone”

MOVEMENT: There are only two actions a player can perform
- *placing* or *removing* a stone from the board.

RULES: When you place a stone in a space on the board, your opponent must place or remove one of their stones the # of spaces (according to the value of the stone you placed) away from your stone in either direction on the board - to the right or left of your stone. The same rule applies when removing a stone - the logic is the same.

(*continued...*)

The “Old Stone” is unique. When placing this stone, your opponent **MUST** place a stone in the nearest vacant space to it. When removing this stone, your opponent **MUST** remove their nearest stone to it.

ADDITIONAL RULES (“The Precepts”):

1. *First Precept:* players are not allowed to touch each others stones.
2. *Second Precept:* only two of each kind of stone is allowed on the board at the same time.
3. *Third Precept:* when you remove a stone from a space, that same kind of stone may not be put back in that same space on your very next turn.

OBJECTIVE: “Return to the Way”:

This occurs when your opponent is unable to place or remove a stone.

For more information on “Qyshinsu: Mystery of the Way” and other original collections of classic strategy by R.A.Frederickson, please send your requests to the following:

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