

Qyshinsu: Mystery of the Way

Qyshinsu: Mystery of the Way is R. A. Frederickson's second original classic strategy game - rafrederickson.com

Objective

Return to the Way: This occurs when your opponent is unable to place or remove a stone.

Board

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

Movement

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

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 One: when played the opponent must place or remove their Stone one space away.
- Stone of Two: when played the opponent must place or remove their Stone two spaces away.
- Stone of Three: when played the opponent must place or remove their Stone three spaces away.
- Stone of Four: when played the opponent must place or remove their Stone four spaces away.
- Stone of Five: when played the opponent must place or remove their Stone five spaces away.
- Old Stone: 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 other's 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.

Note

Removed Stones are moved to the edge of the board so that the opponent has a reference for play. Stones in hand or removed to the edge of the board are eligible for placement.

Ebony plays first, and has the option of any one Stone to any position on the board.