



# Shap luk kon tseung kwan

2 players

15 min

Tactic, Pursuit

Before 1870

China

*"The sixteen in pursuit of the general": here is approximately what the name of this game means. Original by its mode of taking, this hunting game has something to surprise you. It was discovered in the 1870s by the German ethnologist Himly.*

## Material

1 board game, 16 rebel pawns, 1 general pawn.

## Game's goal

For the general: capture 12 of the 16 rebels.

For the rebels: immobilize the general.

## Progress

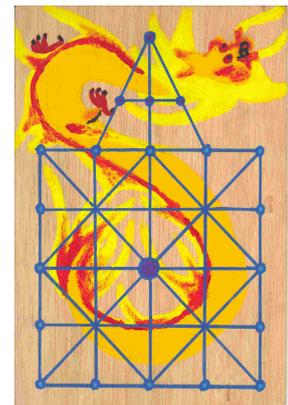
- **In the beginning**

The general is placed in the middle of the big square. The rebels surround him, at the edge of the same square. The player of the rebels begins the game.

- **Progress**

The rebels and the general move from an intersection to a nearby free intersection, following the lines drawn.

The rebels are trying to gradually limit the general's movements. They can not enter the sanctuary (triangle at the edge of the game).



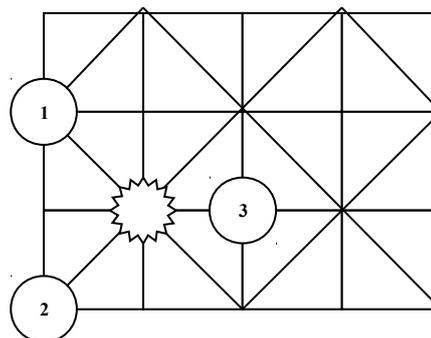
The general tries to capture the maximum of rebels, in order to escape his encirclement.

Maison des Jeux de Strasbourg 38, route de Schirmeck 67200 Strasbourg

03 88 36 22 95 – [contact@maisondesjeux.fr](mailto:contact@maisondesjeux.fr) – [www.maisondesjeux.fr](http://www.maisondesjeux.fr) – et sur Facebook...

- **Pawns' catch**

By placing himself between two rebels, the general captures two rebels at a time. They are then removed from the game. For example, if the general stands between the pieces 1 and 2, he captures them.



When the general comes between several pairs of rebels, he eliminates a single couple of his choice.

A rebel can place himself in the general's frame without being caught. Only a movement of the general makes it possible to take a shot. Thus, when the piece 3 goes to the middle of the board, the general does not take the pieces 2 and 3.

- **Sanctuary**

This is the triangle attached to one side of the square.

Only the general can enter the sanctuary.

By blocking the three exits of the sanctuary while the general is inside, the rebels win the game.

Once during the game, the general can "fly away" from the sanctuary. He must reach the top of the triangle before being imprisoned by the rebels. If he succeeds, the general is immediately restored to a free point of the great square. In doing so, he can make a catch.

- **End of the game**

The general wins when there are only four rebel pawns left on the board.

Rebels win when the general can no longer move to his turn. The general can be locked in his sanctuary or encircled in the big square.