# YINSH

Contents
- 1 game board
- 5 white rings, 5 black rings
- 51 two-sided markers

Objective
Each player starts with 5 rings. When a row of 5 markers is created, that player removes those markers as well as one of their rings. The first to remove 3 rings wins.

Setup
1. Choose the starting player.
2. Take turns placing rings one at a time.
3. When each player has all 5 of their rings on the board, normal play begins.
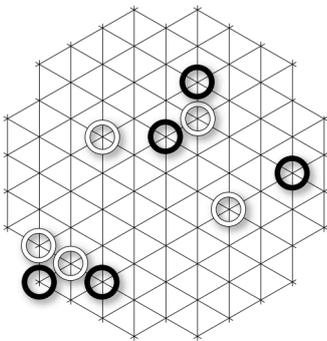
Moving Rings
1. Take a marker from the pool.
2. Put the marker, your color up, inside a ring of your color you want to move.


3. Move the ring while obeying the following:
   - The new marker stays behind.
   - The ring must move in a straight line.
   - The ring must end on an empty space.
   - The ring may jump over one or more empty spaces.
   - The ring may jump over one uninterrupted run of one or more markers (regardless of color), stopping at the first empty space after that run.

- The ring may move over one or more empty spaces before jumping over a marker run.
- The ring may only jump over markers, not rings.
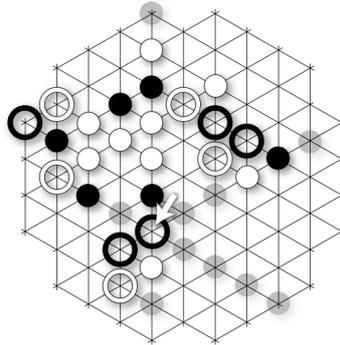

Flipping Markers
After and only after moving the ring, flip any and all jumped markers in place, regardless of color (but *not* the marker placed in the starting space).
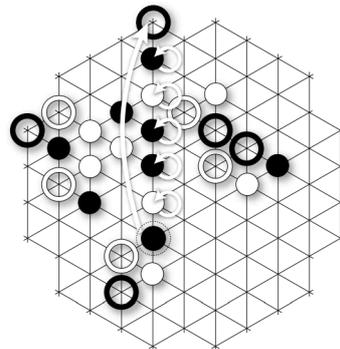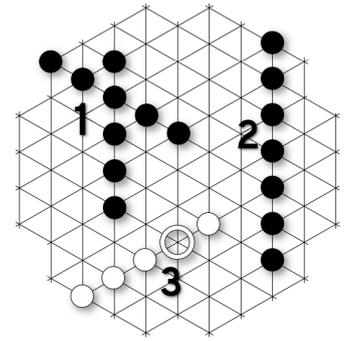

Making a Row
When moving a ring creates one or more straight rows of 5 uninterrupted markers of a single color:

1. If there are rows of your color, you must remove each row, and for each, choose any one of your rings to remove.
2. If there are rows of your opponent's color, before they begin their turn, they must remove their row(s) and choose ring(s) to remove.
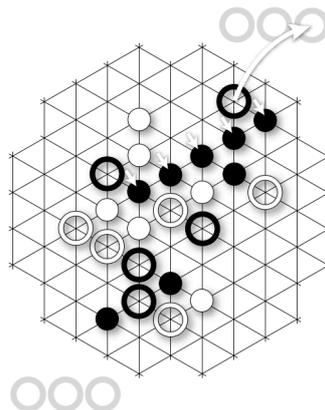
Complications

1. If rows intersect, and removing one would leave the other(s) incomplete, the player must choose only one to remove.
2. If a row ever has more than 5 markers, the player must choose a continuous run of 5 out of that row to remove.
3. Rings cannot be part of a row, only markers.

Game End
The game immediately ends when a player removes a 3rd ring from the board. That player wins.

- If a move creates rows for both players, the player who moved removes their rings first, and so would win.
- If the marker pool is ever exhausted, the player with more rings removed wins. If tied, the game ends in a draw.

Blitz Mode
The first player to make a row of 5 markers immediately wins.