

Fāngqí pronounced **Fan-Ke]**

Square chess (方棋 fāngqí) also known as 丢方(diūfāng) and 下方(xiàfāng), is an abstract strategy board game played traditionally in the northwestern regions of China

The game is played on a 7x8 grid, with 28 pieces per player. It is played on the intersecting lines (not in the squares), much as in Go.

Rules

Players alternate turns placing stones, attempting to form 2x2 squares, until the board is filled.

Each player selects and removes one of their opponent's stones (not part of a square).

Each player counts up the squares he/she has formed and removes an equal number of the opponent's stones, as long as those pieces are not part of a square.

Players alternate turns moving stones; pieces can move any distance vertically or horizontally along a grid. (No diagonal moves) Every time a square is formed, the player can remove one of the opponent's pieces (again, as long as this piece is not part of a square).

The player who removes all of the opponent's pieces wins.

