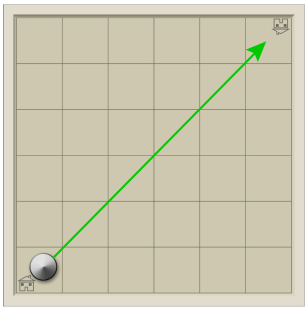
Zen Path

Components

- 2 sages (1 black and 1 white)
- 34 path stones (17 black and 17 white)



Goal

Use your skill to follow the necessary path until you reach your opponent's starting point.

Preparation



Each player chooses a sage and places it in a marked corner of the board. From them, create a row with 5 stones of the same color. Then fill the rest of the board with another 4 rows with 6 stones of the same color, so that there is always a light row followed by a dark one.

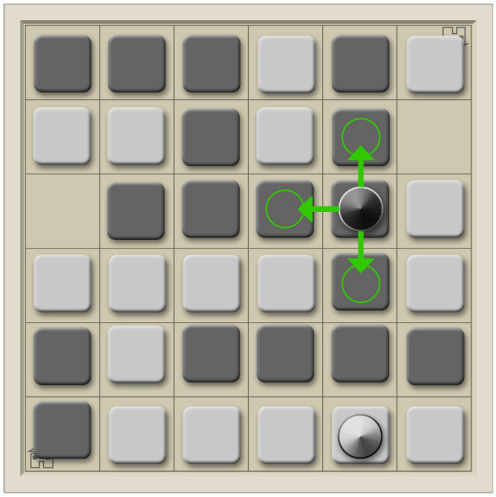
Turns and Actions

The first player is the one who is most patient. Players act in alternating turns until the victory condition is reached.

In your turn, you must perform one of the possible actions: ***Walk*** or ***Shape the Path***. In the first move, the sage piece rises on top of the first stone of the same color.

Walk

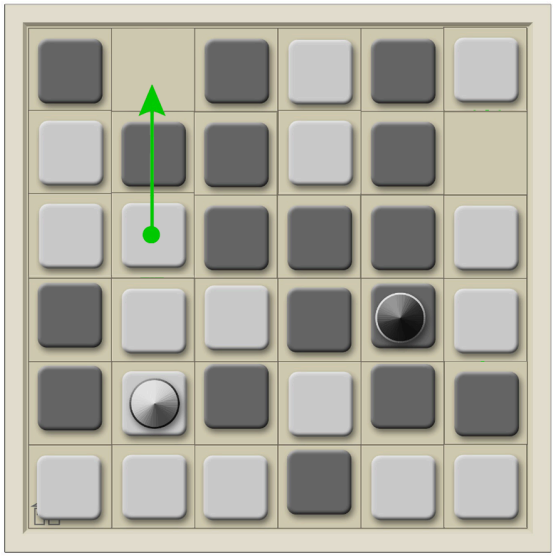
Move your sage to a path stone of the same color (only 1 stone per move) that is orthogonally (vertically or horizontally) adjacent to your current position.



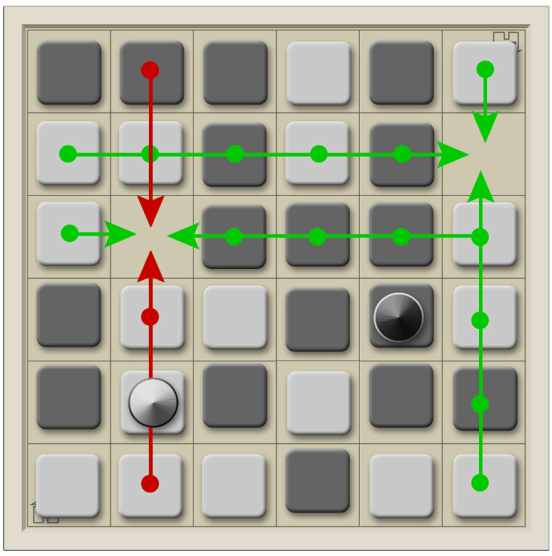
It is not permitted to walk along paths of the opposing color or through various spaces on the board.

Shape the Path

Move *as many path stones as you want* and can from a row, vertically or horizontally. To do this, the row must have one (or two) empty spaces that physically allow this movement. IMPORTANT: It is not allowed to shape the path of a row that has just been moved by the opponent, nor is it allowed to move the stone where the sage is positioned



(A)



(B)

In the example above, the black player moves two path stones upwards (fig. A). Then, the second figure shows the possible movements of the path stones by the white player (fig. B).

Finishing the Game

The game ends when one player manages to walk to the opponent's starting position. This position must be unobstructed, without any stepping stones.

