



## Dao by Jeff Pickering and Ben van Buskirk

### Setup

Board with 16 cells in a 4 x 4 grid

4 silver coins along a diagonal

4 gold coins along a diagonal forming an X with the silver coins

### Play

1. Silver starts
2. Player alternate turns
3. A player chooses a stone with at least one adjacent empty cell and then moves it orthogonal or diagonal for as many empty cells as possible

### Goal

A player wins if they get one of the following patterns:

1. All of their stones on an horizontal or vertical line
2. All of their stones forming a 2x2 square
3. All of their stones on the four corners
4. One stone in a corner, surrounded by three enemy stones