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Play the Game!

Pawns　　　　**Walls (x20)**　　　　**Board**

Walls (10)　　　　Walls (10)
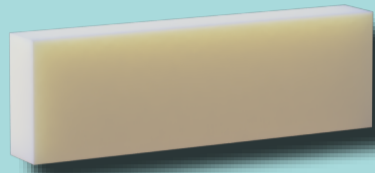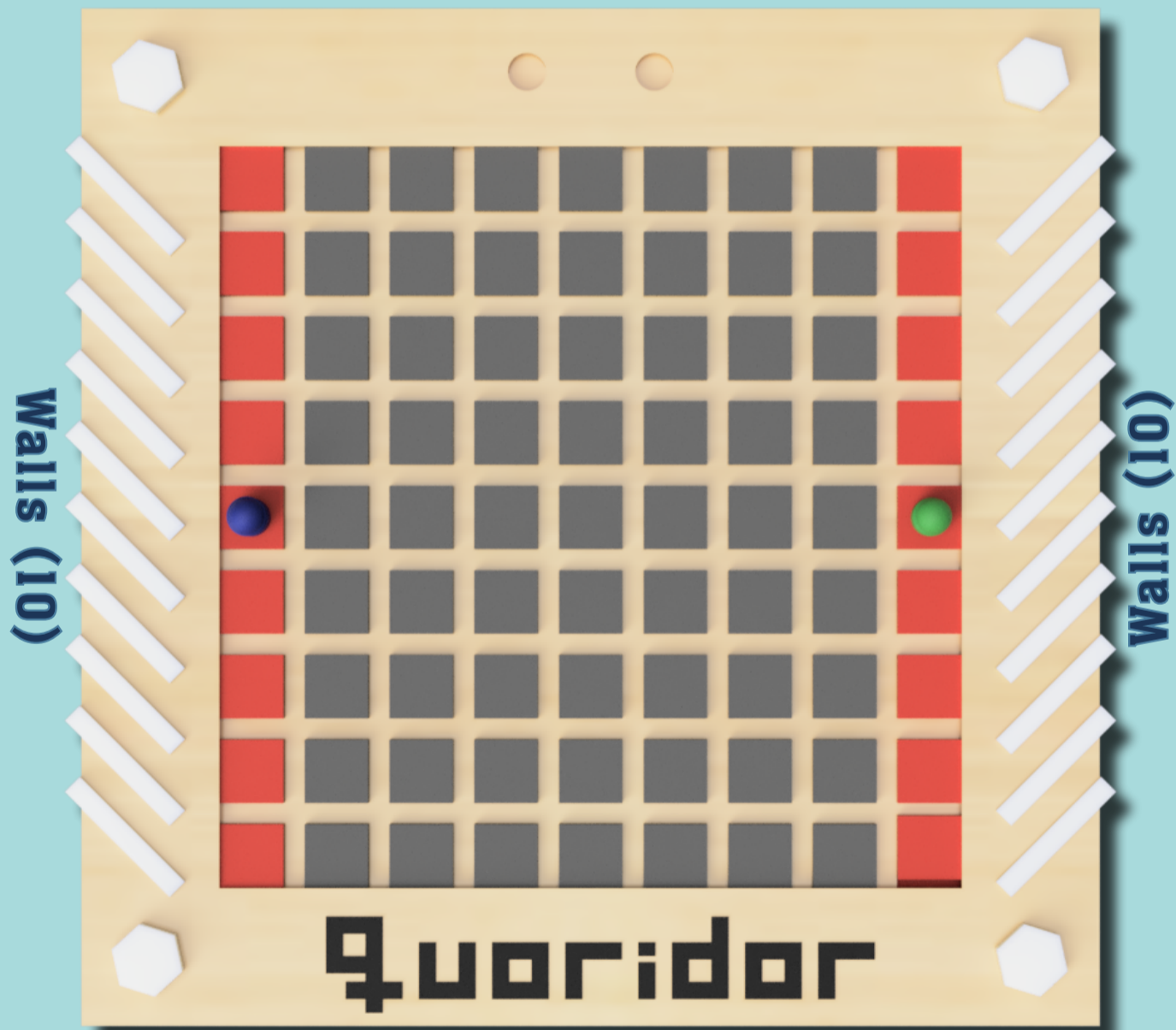
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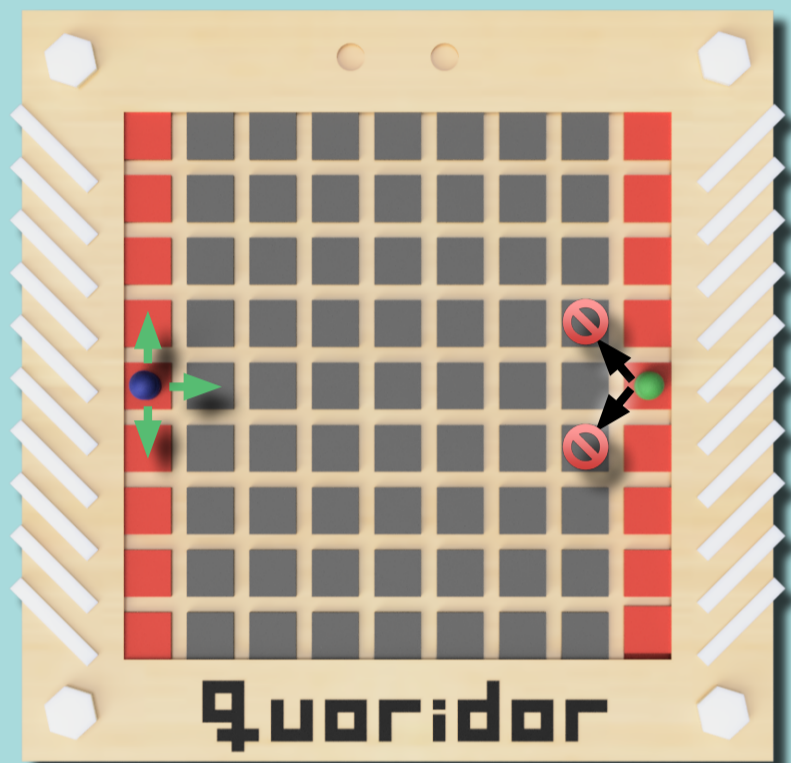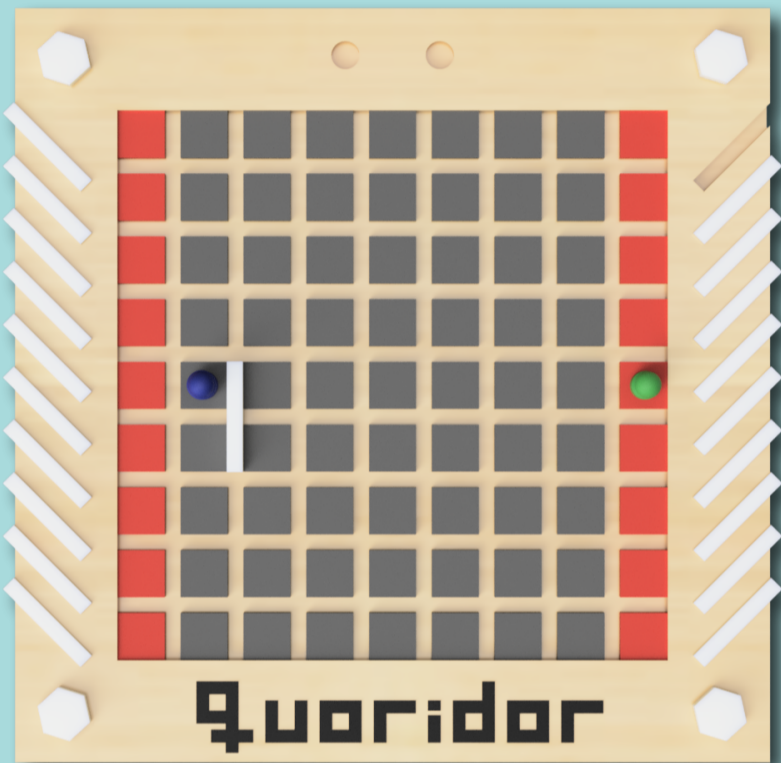The objective of the game is to be the first player to get their pawn to any space on the opposite side of the board (in red in the picture).

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For each turn, a player can either place a wall or move their pawn one space horizontally or vertically. The pawn cannot be moved diagonally.
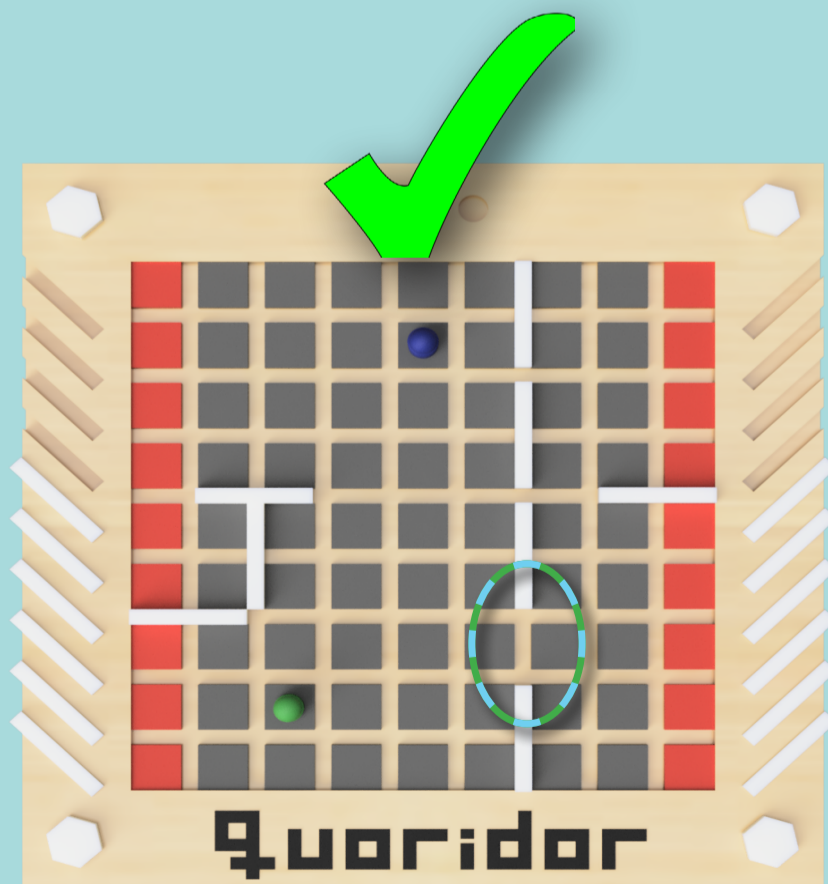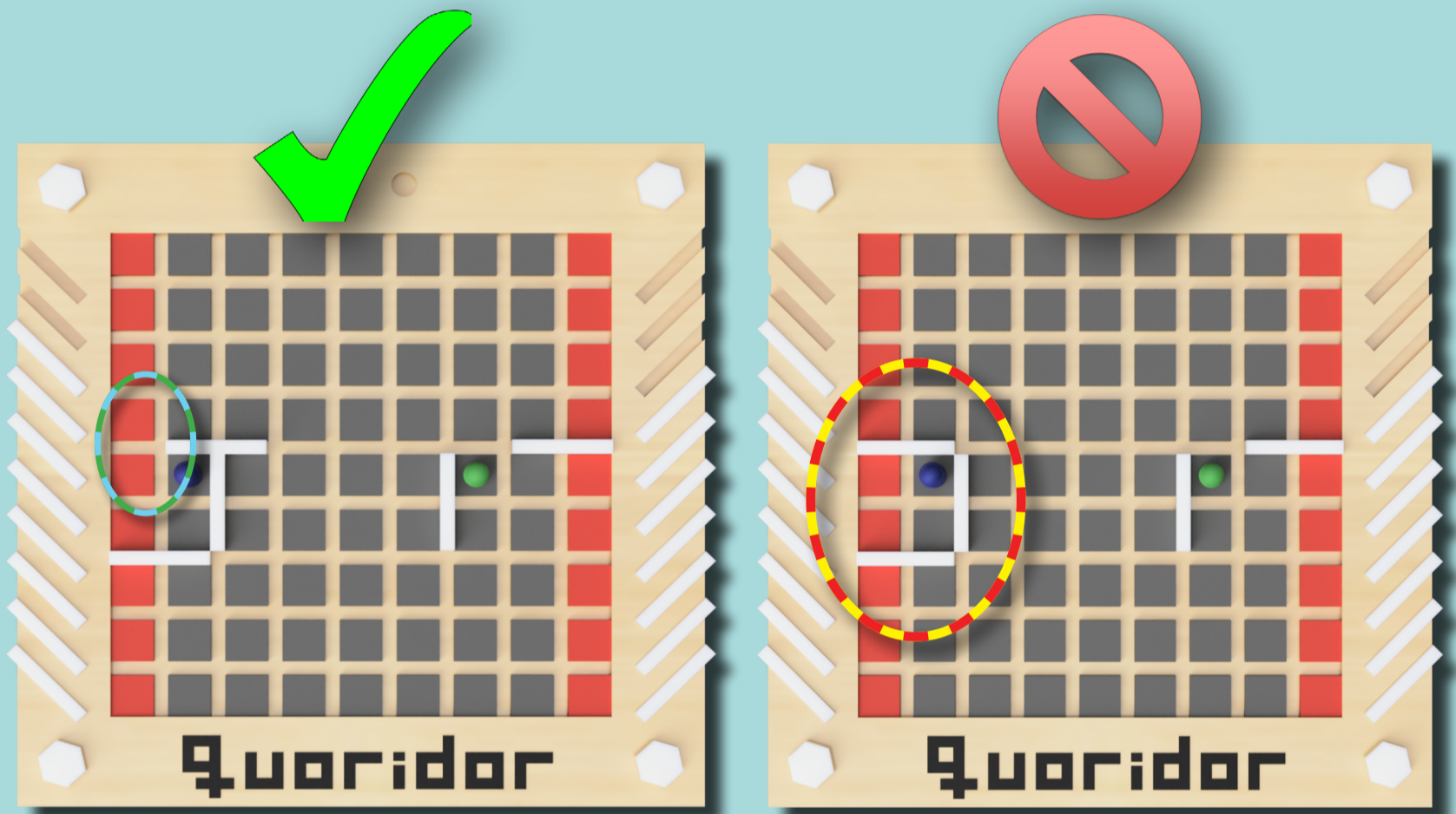

Walls must be placed such that they block two spaces completely. Once a wall is placed, it can't be moved.
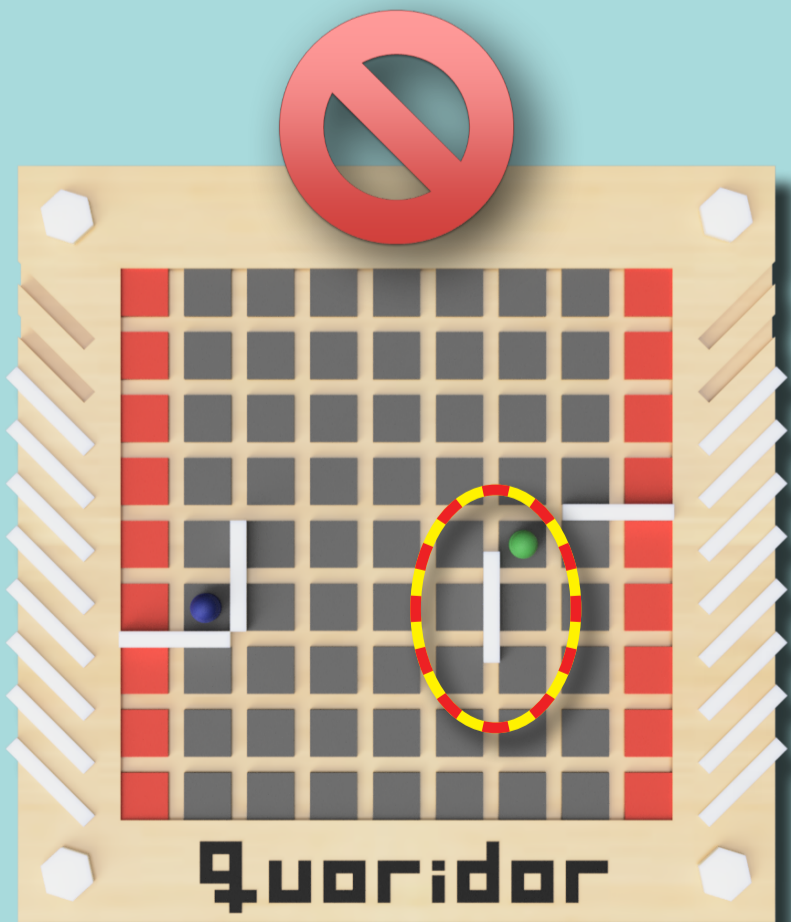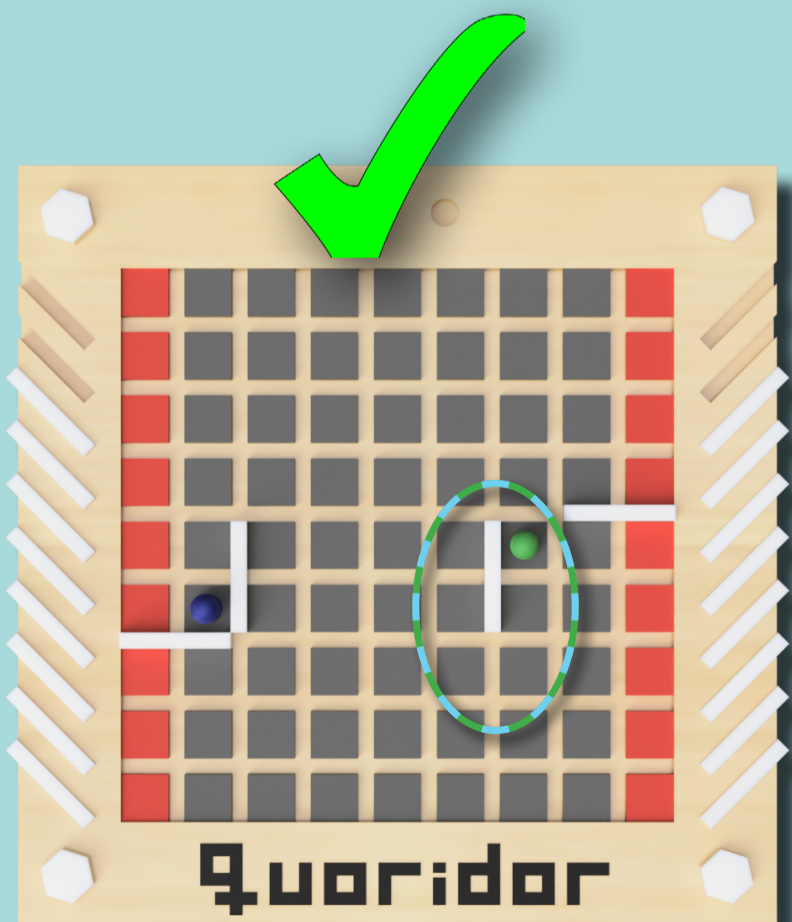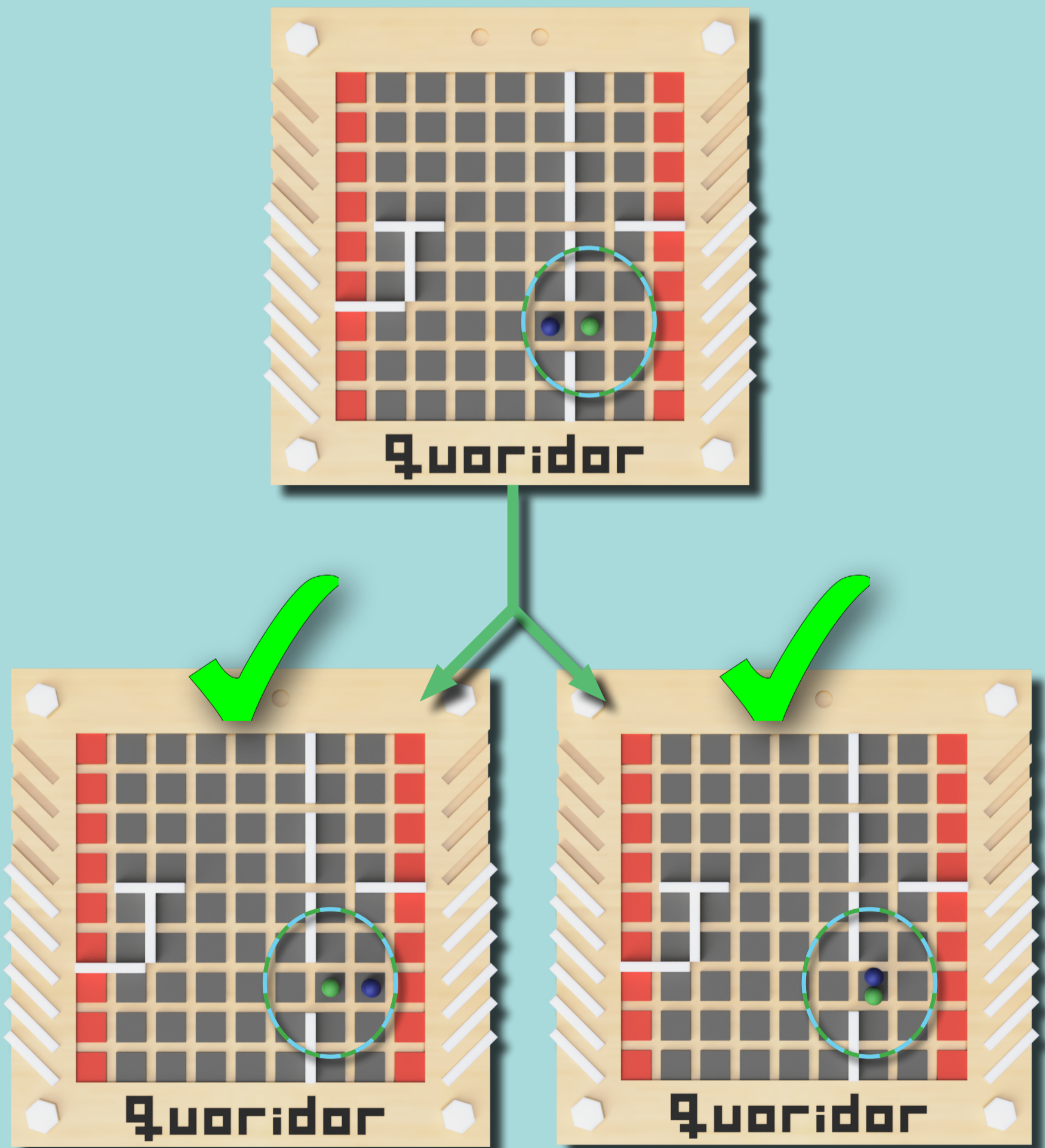
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Walls cannot be placed such that a pawn is completely prevented from getting to the other side.
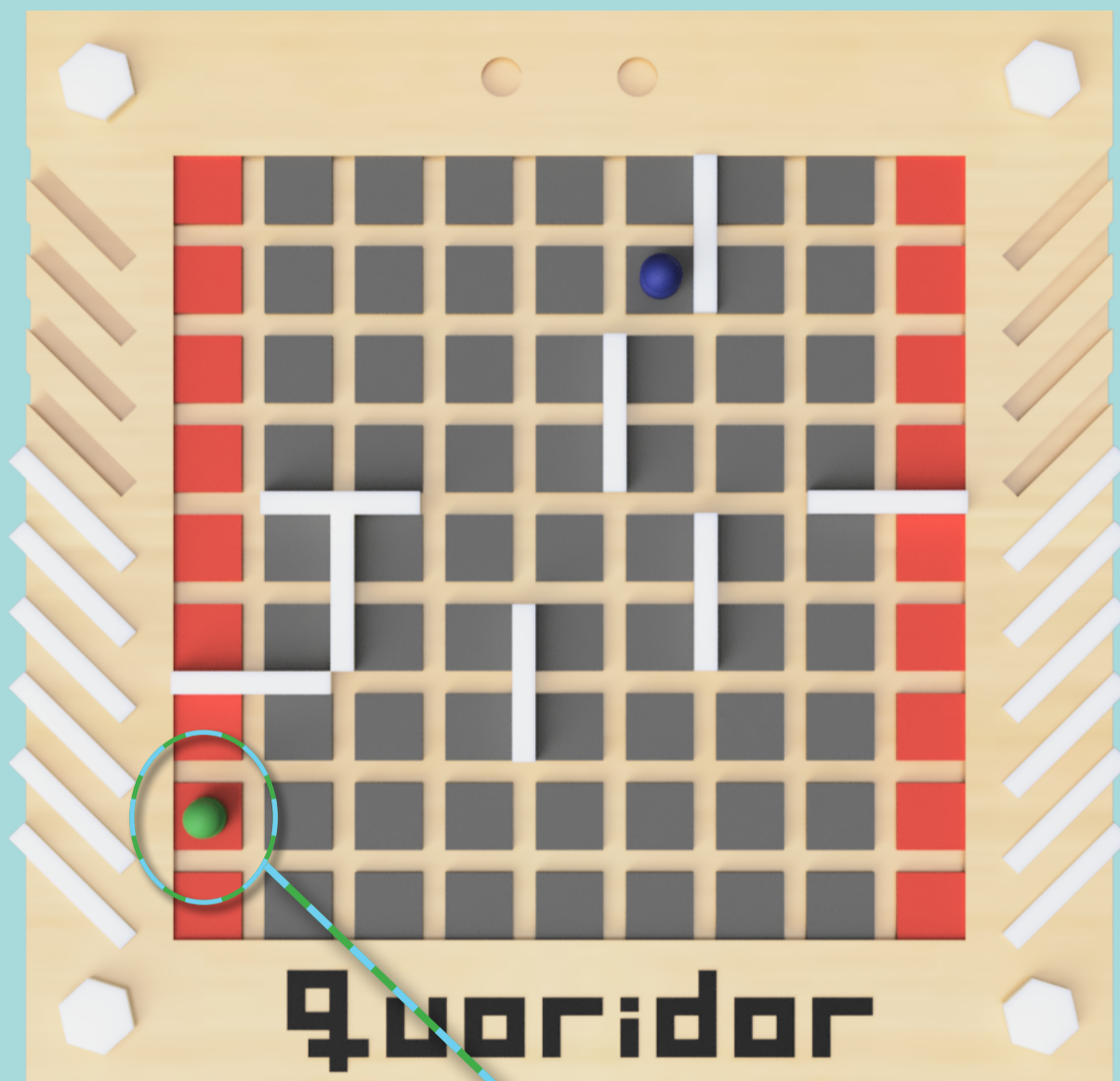
When moving pawns, they cannot jump over the walls. They can jump over the opponent pawns, though we allowed our pawns to just both occupy the same space.

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The rules are simple, but there's a lot of strategy that can be applied to make for a really fun and interesting game. Have fun with it!

Green player wins! (Sometimes)