

# DAO



2 Players



6 and up



10 min

## BACKGROUND

Dao is a strategic game invented by Ben Van Buskirk and Jeff Pickering in the United States. It won the Mensa Select Award in 2001 and has since been sold by the game company Gigamic in France.

## MATERIALS

- A square board containing 16 squares
- 8 pawns of 2 different colors (4 pawns per player)

### Object of the Game

To be the first player to arrange all 4 of his or her pawns in a winning position. The winning positions are horizontal alignment, vertical alignment, square or the 4 corners of the board.

## PROGRESS OF THE GAMES

All 8 pawns are arranged in 2 diagonal crossing lines (see image). Players can move pawns up, down or sideways. Players cannot move pawns diagonally or jump over other pawns.