

Khet Gameplay Rules

Caution: The game uses low power lasers. Avoid direct eye exposure.

Pieces

1. Pharaoh: Basically the king; only one per team
2. Pyramid: Shaped like a pyramid cut in half; has one mirror
3. Obelisk: Has no mirror; guards the Pharaoh
4. Djed: Shaped like a rectangle; has two sides of mirror

Rules

1. In the box, the pieces are set up in one possible starting configuration. As you become familiar with the game, you can invent your own starting configuration to create new possibilities, and challenges.
2. Players take turns, each player moving only his/her own pieces. Silver always moves first. All the pieces can be moved.
3. During your turn, you may either rotate your piece in any direction or move your piece to any spot. You can not rotate and move the piece in the same turn.
4. No red piece can move into the silver squares and no silver piece can move into the red squares.
5. Except the Djed piece, no piece can move into a square occupied by another piece.
6. The Djed piece can move into a square occupied by a Pyramid or an Obelisk of either color; the Pyramid or Obelisk then goes to the square the Djed piece started from. In other words, the Djed piece can swap places with *any* Pyramid or Obelisk, but not with a Pharaoh or another Djed piece. Neither piece rotates.
7. The Obelisks have the power to stack or unstack on top of each other. In a stacked configuration, the player can either move the stacked Obelisks as one unit or unstack the top Obelisk (Remove the top Obelisk and place it wherever you want it to go). You can only stack once. Only Obelisks of the same color may be stacked.
8. When a player has moved, he/she pushes his/her laser button, sending the beam around the field. The player cannot take back moves.

9. When the player sends the laser beam around the field, it will stop either on the wall of the field or on the non-mirrored surface of one of the pieces. If it stops on a Pharaoh, the player whose Pharaoh is illuminated loses the game. If it stops on any other piece, that piece is removed from the board (even if it is the player's own piece). The laser is fired only once per turn, and the turn is over whether or not a piece is hit.

10. The game ends when the beam hits a Pharaoh. The winner is the player whose Pharaoh wasn't hit. A player who hits his or her own pharaoh loses.