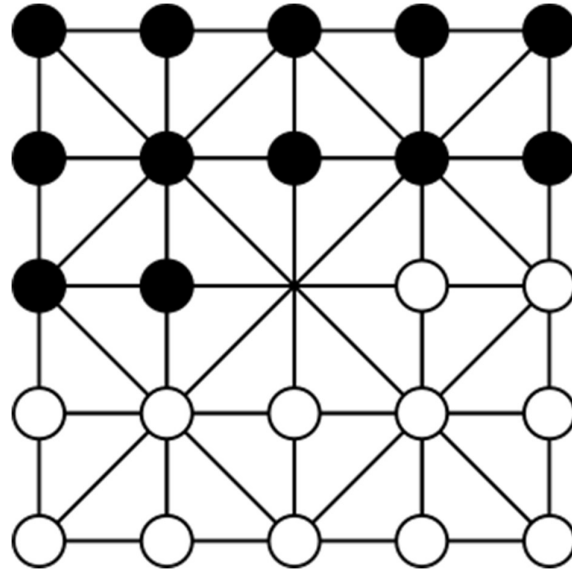


Alquerque

The game is played between two players. Each player starts with 12 pieces which are layed out on the intersections of the lines as seen in the picture. The middle intersection is left empty.

Beginner is decided by chance, then players take turns making a move.

During hist turn a player can move one of their pieces along the lines to a free neighboring intersection. Pieces can move in any direction except toward the own baseline. If a pieces reaches the opposing baseline it can no longer move, except if it can capture an enemy piece. A piece can't return to the same position it was on in the previous turn.



An opposing piece is caputred by jumping over it onto a unoccupied intersection in a straight line behind it. If it's possible to make another jump after a capture this must be done. Thus it's possible to make multiple captures in one turn. It is possible to jump towards the own baseline.

It is obligatory to capture – if a pieces misses an oppportunity to capture an enemy piece it is removed from the board. If there had been multiple pieces able to make that capture only one of them is removed.

If multiple pieces can make a capture or multiple pieces oft he enemy can be captured the player has free choice between those.

Winner is who takes all enemy pieces first.

If a player can't move any of their pieces (i.e. with all pieces on the enemy baseline) they lose per default.