

Alquerque

Rules

Material

The game board
24 pawns (12 red pawns and 12 white pawns)

The aim of the game

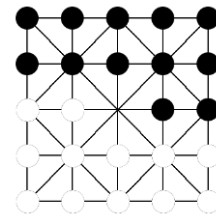
Be the first to capture all of your opponent's pawns.

Number of players

Here we have a 2-player game.

Establishment

Take out the pawns and arrange them on the board following the pattern.



Course of the game

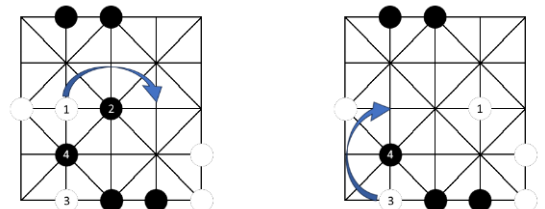
Travel and plugging

All movements are made to a free square.
Pawns are moved in any direction by following the paths.
To take an opposing pawn you have to jump over it.

Variants Several can be combined

Soufflé do not play: capture, if possible, becomes mandatory. So if a player could capture a pawn and did not the opposing player signals it and can then remove the pawn that could have captured.

Group Hold: If one hold allows another hold, even with another pawn, the player can do so.



We do not retreat in front of the enemy : the pawns do not have the right to retreat so when they arrive on the last line they can only move to the sides.

Game over

The first to capture all of his opponent's pawns wins the game.