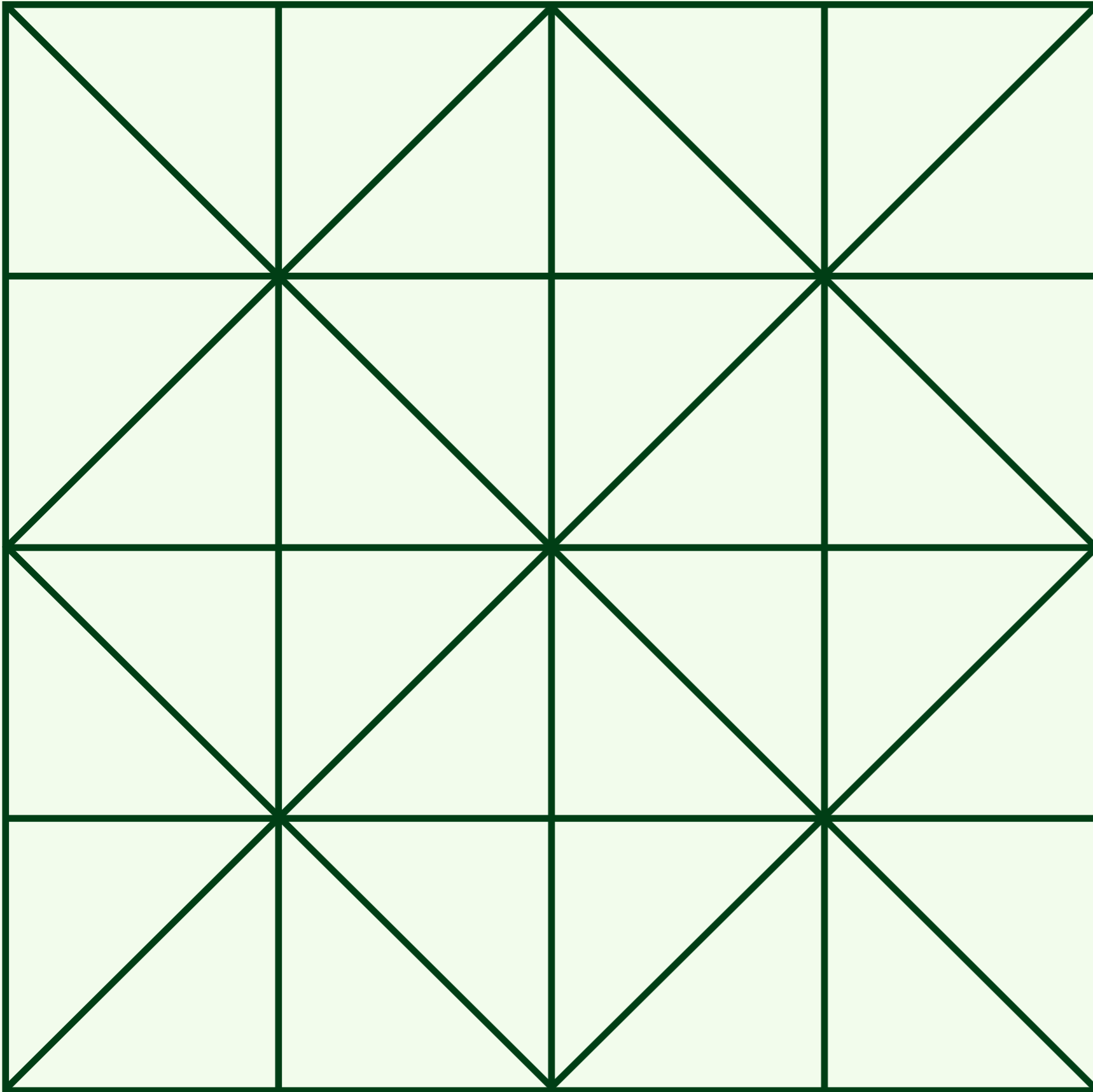




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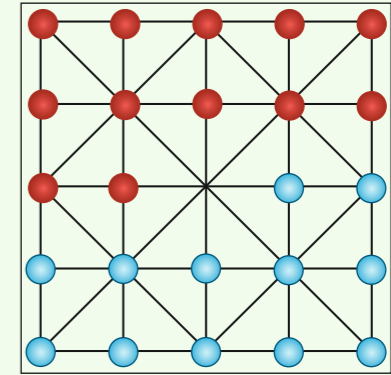
ALQUERQUE



Age range : Std. 6 + Number of players : 2 Learning : Strategy

You will need : 12 counters of a certain colour for each player

Starting position :



Objective of the game :

The objective of the game is to take all of the opponent's pieces or to produce a position such that the opponent is unable to move.

Movement of the pieces :

- A piece may only move along the lines inscribed upon the board
- For each turn a piece makes either a capturing move or an ordinary move.
- Whenever a piece has an opponent's piece adjacent to it and the point immediately beyond the opponent's piece is vacant, the opponent's piece can be captured. A piece is taken by simply hopping over it into the vacant point beyond and removing it from the board.
- Unlike an ordinary move, a capturing move can consist of several such hops - if a piece takes an opponent's piece and the new position allows it to take another piece, then it can do so straight away.
- The move finishes when the position of the capturing piece no longer allows it to take any more pieces or the player could make another capture but decides not to.
- An ordinary move is made by simply moving a piece along a line to an adjacent point.
- On each turn, player must make a move. Passing/skipping of a move is not allowed.

Finishing :

- The game is won by the player who first manages to take all his opponent's pieces or by the player who has more pieces when it becomes apparent that no more pieces will be taken.
- Alternatively, a player can win by rendering the other player unable to move.
- A draw occurs by agreement at any point during the game. If it becomes apparent that no more pieces will be taken and both players have the same number of pieces left, a draw is agreed.
- Draws are very common, in this game.