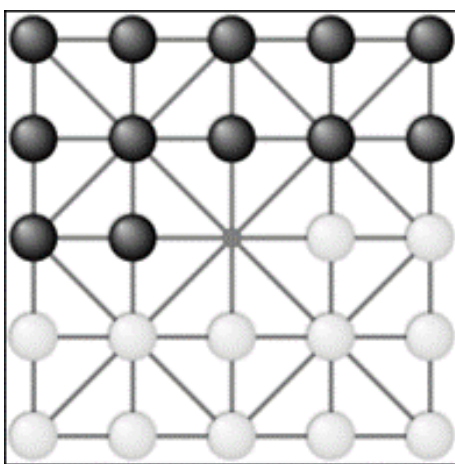




Medieval Draughts

(Alquerque)

The aim is to remove pieces by jumping over them, as in the modern game of draughts. Before starting, each player places their twelve pieces on the board as in the picture below, and then take turns to move:



Rules

1. Moving Pieces

A piece can move forwards or sideways along the lines onto any empty point next to it but it cannot move backwards.

2. Capturing Pieces

A player can capture an opponent's piece by jumping over it with one of his pieces, as long as that piece is next to it and the point beyond it is empty. The opponent's piece is then removed from the board.

Multiple jumps are allowed and all possible jumps must be made - if a player fails to make a possible jump with one of his pieces then it is removed from the board.

Once a piece has reached the opponent's back row it can only move by capturing opposing pieces.

3. Winning

The game is won when an opponent has lost all of their pieces or they cannot make a move.

