

Alquad

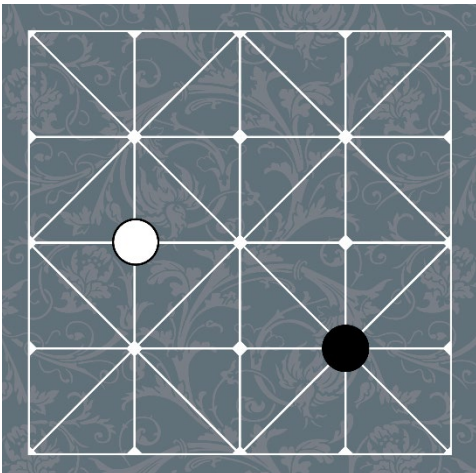
Designed by **Kanare Kato**

2 players / 15 minutes / 6 years and older

Alquad is a pattern-making game played on the Alquerque board. It is a simple game in which the goal is to create a regular rectangle with your pieces but has the unique feature that it is given a reprieve of one move after the opponent achieves the victory condition.

SETUP

Uses the Alquerque board with 5x5 intersections. First, one player places one white and one black piece on the board.



(Fig.1) Example of initial setup

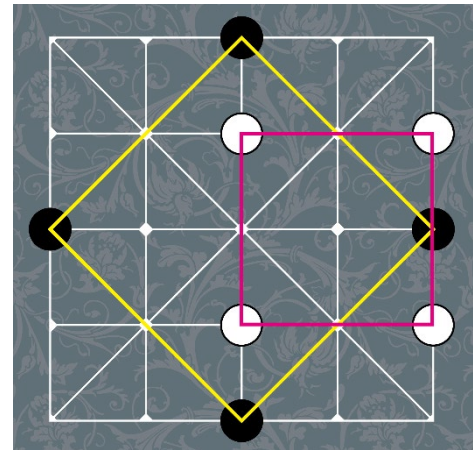
Then, the other player examines the placement and decides whether to play with white or black. Once the color is decided, each player receives 11 pieces of his or her color.

GAMEPLAY

The White player moves first, then turns alternate. The active player must place one piece of his/her color on an empty intersection.

As a result of the placement, when a regular rectangle with four pieces of your color at its vertices is created, you declare "check" and pass the turn to your opponent.

The regular rectangle must be either upright or inclined at 45 degrees, and each vertex must be connected by grid lines. (It is ok to have other pieces on the line connecting the vertices.)



(Fig.2) Examples of regular rectangle

The player who receives the "check" declaration from the opponent may place one of his or her pieces as normal. Then if the checked player can create a square with a larger area than the checking player, the checked player wins the reversal. If not, the checking player wins.

If both players place all their pieces without being able to form a square, the game ends in a draw.

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