# Alquerque

2 players / 20 minutes / 6 years and older

Alquerque is a medieval game that originated in the Middle East and is considered to be the origin of checkers. Like checkers, the player captures the opponent's piece by jumping, but the piece moves on the lines of the grid rather than on the cells. The exact rules are not known, but here we first present the most simplistic version, followed by the modern rules that have been added to prevent draws.

SETUP

Decide on the first and second players and the colors to be used by each player in any appropriate way. Arrange the pieces as shown in the diagram below.
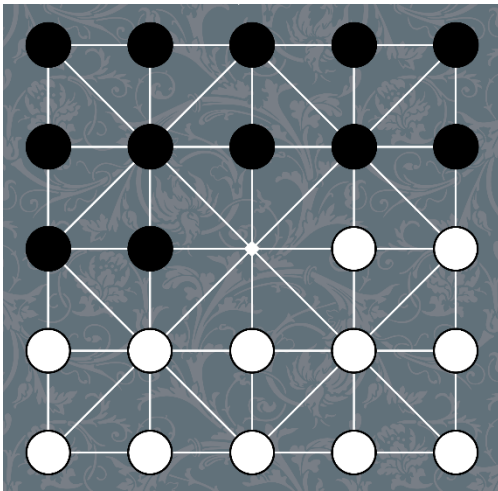
Initial setup

GAMPEPLAY

Alternating turns, the active player moves one of his or her pieces along the grid lines to an adjacent empty intersection.

If one of your pieces is adjacent to an enemy piece and there is an empty intersection immediately behind it, it may jump over the enemy piece and move to the empty intersection. The jumped over piece is captured and removed from the game.

After your piece jumps over the enemy piece, if it is in the position to continue capturing more pieces, you may continue capturing in the same turn. You may change the direction of your jump during the capture sequence.

GAME END

The player who has captured all of the opponent's pieces wins the game. If neither player is able to capture all of the opponent's pieces, the player with more captured pieces wins. if the number of captured pieces is the same, it ends in a draw.

ADDITIONAL RULES

Since the above rules tend to be a draw, the following rule reconfiguration was made by game historian R.C. Bell.

・Capture is mandatory and must be performed when possible. It must also be done when consecutive captures are possible.

・If it was possible to capture on your turn and you do not do so, one of your pieces chosen by the opponent is captured.

・It is not possible to move a piece backward or diagonally backward without capturing. Pieces also cannot be moved back to its original position.

・Once a piece reaches the far end of the board, it can no longer be moved except to capture.

・The active player who has no legal move lose the game.

※Bell believed that the rules of forced capture existed in the Middle Ages, but since there are different views, they are summarized in this section.

Fanorona

2 players / 20 minutes / 7 years and older

Fanorona is a traditional game from Madagascar. It is considered to be derived from Alquerque due to the similarity of the board, but in this game, there is no capture by jumping; instead, capture takes place in a unique way: approach and departure. The game is still popular today in Madagascar.

SETUP

Decide on the colors to be used by each play in any appropriate way and arrange the pieces as shown below.
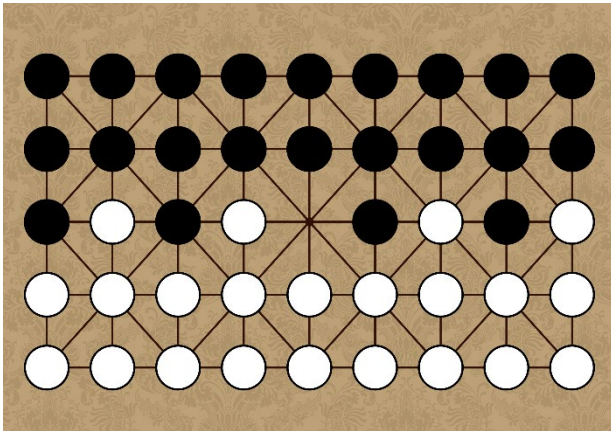

（Fig.1）Initial setup

GAMEPLAY

Starting with the White player, then turns alternate. The active player must move one of his or her pieces along the grid lines to an adjacent empty intersection.

If a capture is possible on your turn, you must perform the capture. A move without a capture is called a "paika".
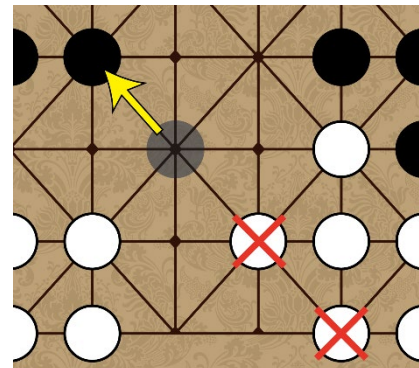
CAPTURE

There are two types of capture: "approach" and " withdrawal".

Approach - After moving your piece, you capture enemy pieces adjacent to your piece in the direction you have moved. If there is an uninterrupted line of enemy pieces in the same direction, all of them are captured.
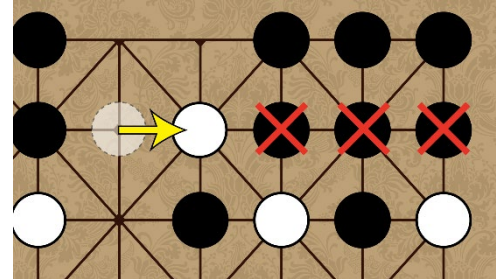
（Fig. 2）Capture by approach

Withdrawal - If your piece and an enemy piece are adjacent to each other, you capture the enemy piece by moving in the opposite direction. As in the case of approach, if there are enemy pieces in the same direction as the piece to be captured, all of them are captured.

（Fig. 3）Capture by Withdrawal

If you can capture by both approach and withdrawal in the same turn, you must choose one or the other.
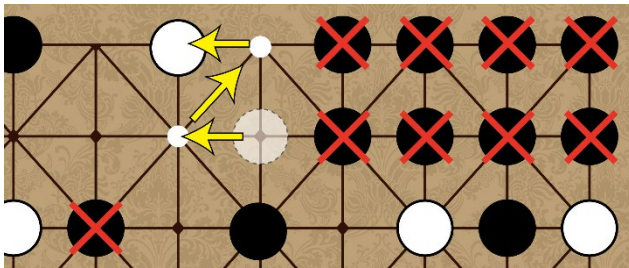
CONSECUTIVE CAPTURES

After your piece jumps over the enemy piece, if it is in the position to continue capturing more pieces, you may continue capturing in the same turn.

Consecutive captures are not mandatory and can be stopped at any time. However, the following restrictions apply:

・You cannot visit the same intersection twice in the turn.

・You cannot move in the same direction continuously (e.g., if you capture by withdrawal diagonally to the upper right, you cannot continue to capture by approaching diagonally to the upper right).

（Fig. 4） Consecutive captures by three withdrawals. It is not possible to capture the upper left piece in a row because the move will continue in the same direction.

GAME END

The player who captures all of the opponent's pieces wins the game.

ADDITIONAL RULES

With the traditional rules above, there are cases in which neither player is able to win the game due to the inability of either player to capture all of the opponent's pieces. The following are possible solutions to this problem.

・If the game falls into a loop, the player who has captured more pieces at that point wins. If the number of captured pieces is the same, the game is a draw.

・If a draw is to be avoided completely, non-capturing moves (paika) are limited to the three forward directions only. The player who can no longer move loses.

VARIANT

Fanorona can also be played on the 5x5 intersection board for Alquerque, called Fanorona-Dimy as opposed to Fanorona-Tsivy with 9x5 intersections.
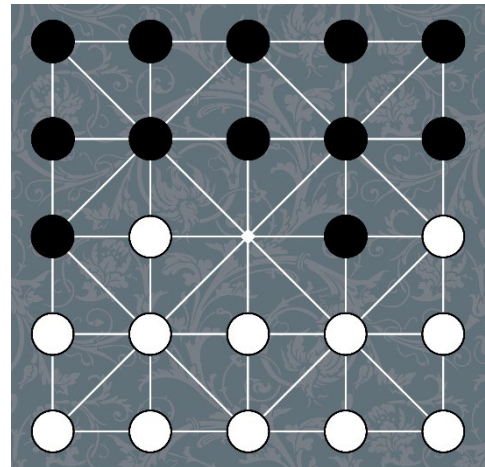
（Fig. 5） Initial setup for Fanorona-Dimy

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.
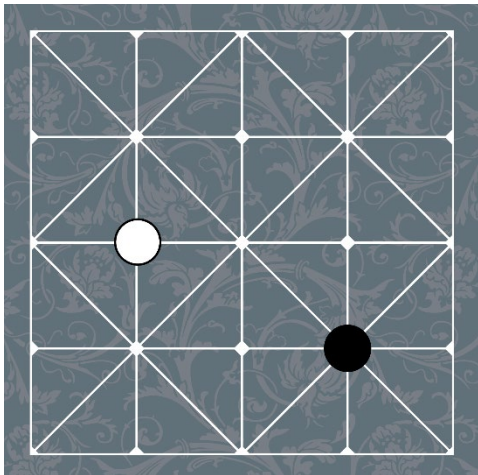

（Fig.1）Example of initial setup

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.
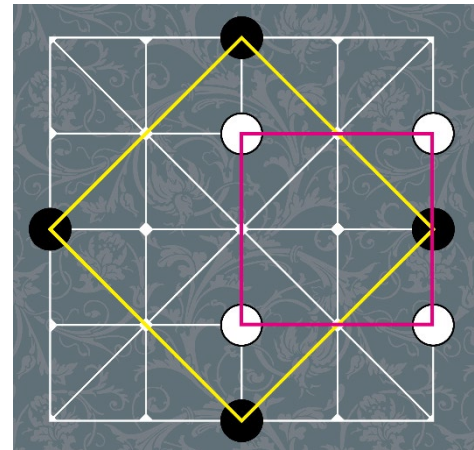
(Fig.2) Examples of regular rectangle

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.

Sight

Designed by **Kanare Kato**

2 players / 20 minutes / 10 years and older

Sight is a game that can be played on the Alquerque board, with the "line of sight" mechanism. Depending on the position on the board, players use two types of actions: placement and movement of pieces, with the objective of eliminating their opponent's legal moves.

SETUP

Use the Alquerque board with 5x5 intersections. The board is initially empty. Each player decides in any appropriate way which colors to use.

DEFENITIONS

In this game, a "stack" is two or more pieces of the same color stacked together. A singleton piece is not a stack.

Two pieces on the board are "visible" or "in line of sight" of each other if they are on the same grid line with no other pieces between them. Pieces adjacent to each other on the grid lines are also visible to each other.
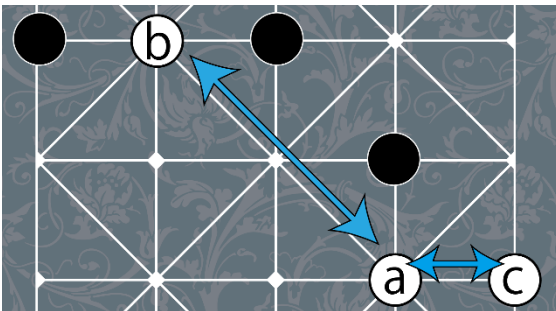

(Fig.1) The white pieces of a and b, a and c are both visible to each other. None of the three black pieces can see each other.

GAMEPLAY

The White player moves first, and alternates turns. On your turn, you must perform one of the following actions, depending on the condition of the board:

A) When there is no stack of your color on the board

Place a piece of your color on the empty intersection. If there is a friendly piece in the line of sight of the placed piece, add a piece of your own color from your hand to all of them to make two-height stacks.
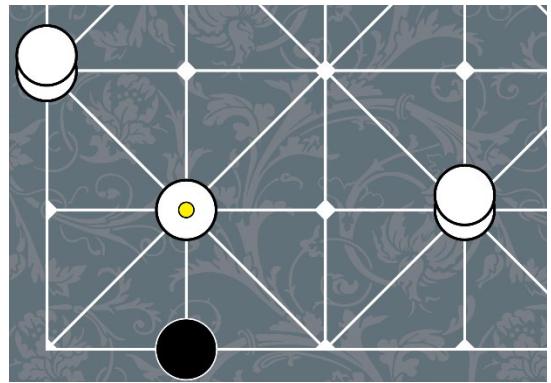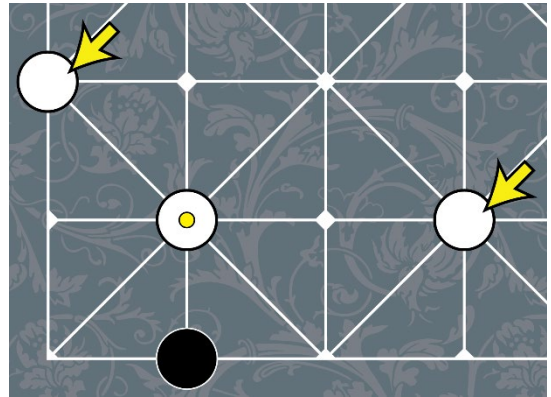

(Fig.2-1, 2-2) When the white player places the new piece indicated by the yellow dot, white pieces are added on top of the friendly pieces indicated by the arrows.

Please Turn Over➡

(B) When there are stacks of your color on the board

From one of your stacks, the topmost piece is moved to the adjacent empty intersection. If there are multiple stacks, the highest stack has priority. If there is no difference in height, the active player may choose.

If there are pieces or stacks of the same color in the line of sight of the moved piece, add your pieces from your hand to all of them to add height. The piece or stack from which the move originated is unaffected.
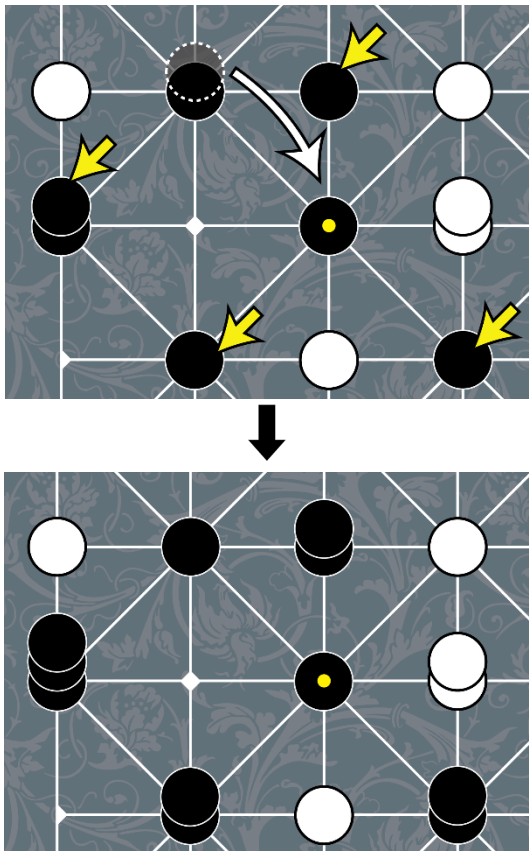
(Fig.3-1, 3-2) When the black player moves the piece indicated by the yellow dot from the top-left stack, pieces are added to the pieces and stacks indicated by the arrows, one for each.

GAME END

A player who has no legal moves on his or her turn loses the game. This includes the case when all intersections of the board are filled with pieces/stacks at the beginning of the turn.
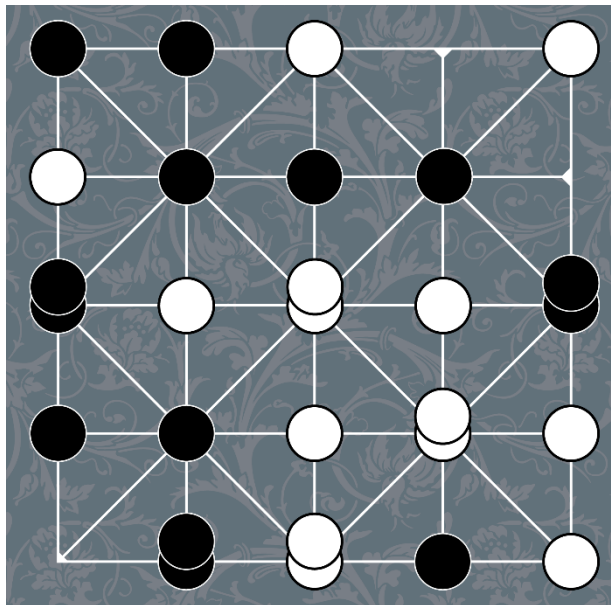
((Fig.4) The black player wins because the white player cannot move a piece from his/her stacks on the turn.

⊘Kanare_Abstract

Collapse

Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

Collapse is a game that can be played on the Fanorona board. It is inspired by the "block breaker" genre of digital games, and you capture your opponent's pieces by colliding them. The objective is to prevent your opponent from capturing on his/her turn.

SETUP

Use the board with 9 x 5 intersections for Fanorona and place pieces around the perimeter of the board as shown below. Decide which player will use which color in an appropriate way.
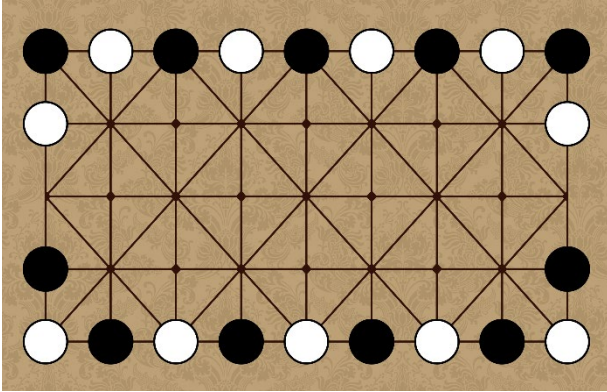

(Fig.1) Initial setup

GAMEPLAY

The White player takes the first move and then alternates turns. The active player must move one piece of his/her color and capture exactly one piece of the opponent's.

The piece always moves in a straight line on the grid until it hits with an opponent's piece. It cannot change the direction nor move in a direction where there is no opponent's piece.
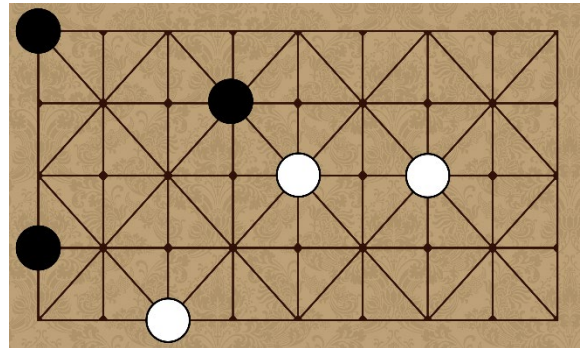
After moving, the opponent's piece that your piece hits with is captured and removed from the game.
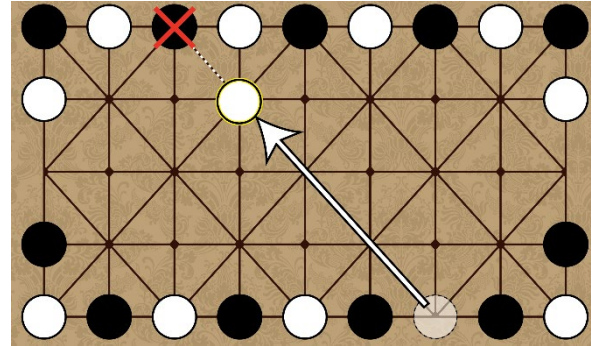
(Fig.2) Example of a capturing move

GAME END

The player who is unable to make a capture on his or her turn loses the game. This includes the case where the black player loses all his or her pieces.

(Fig.3) Black wins because White is unable to perform a capture on his/her turn.