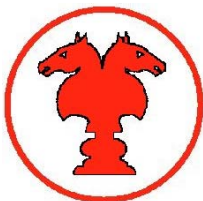


Alquerque

Rules:

Each player had twelve pieces placed as in the illustration above. Pieces move on space at a time following the lines. To capture a piece you must jump over it (like in checkers). Multiple captures are possible, and mandatory. If you could have caught a piece, but did not, this is a huff. If your opponent notices the huff, he can remove your piece that should have jumped. Play ended when one player lost all their pieces.



*Board and Rules by The Games Guild of Ealdormere
www.lozengy.net/gamesguild*

