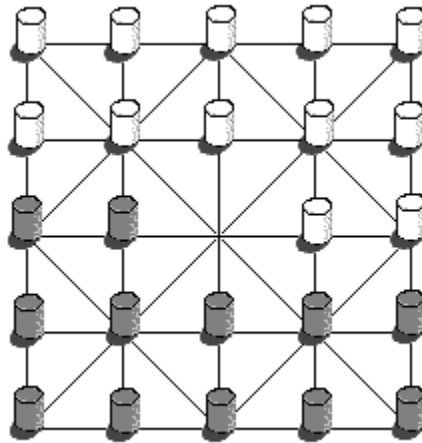


Alquerque - Spain



Alquerque is considered to be the forefather of all modern checkers or draughts games with its roots planted in antiquity. In the 13th Century, King Alphonso X of Spain commissioned a book titled, *Libro de los Juegos*, ("Book of Games") which drew information about many games together in one volume. The book had 98 pages and 150 beautiful, color illustrations and covered most of the games known at that time. Once you have played with these rules for awhile, explore variations to the rules. Many books and articles have been written about this noble game.

Equipment: Game board, 12 Dark Pieces & 12 Light Pieces set up as illustrated.

Players: 2 Players. Dark goes first and players take turns moving one piece.

Objective: To capture or block your opponent's pieces.

Moves: Pieces are moved along the lines marked on the board to an adjacent unoccupied point, or if an adjacent point has an opponent's piece on it and the point beyond it is vacant, you can capture the opponent's piece by jumping over it. Only one piece is allowed on each point.

Captures: Captures are compulsory and more than one piece may be captured in a single turn if the occupied and unoccupied spaces are laid out properly. If a player is able to but does not capture an opponent's piece, the opponent may take the piece (called "huffing") that could have made the capture.

End Game: The game ends when one player has lost their pieces or is unable to move their pieces any longer.