



ALQUERQUE



2 players



7 and up



10 min

BACKGROUND

The origin of this game is unclear. Dating back to Ancient Egypt, Alquerque is considered the precursor of both checkers and windmill. There is a half-finished image of Alquerque engraved in the stone of a temple built in 1400 BC in Kurna, Egypt. In addition, seven Alquerque boards were discovered in Egypt. We believe that builders in Ancient Egypt played Alquerque during their breaks from work.

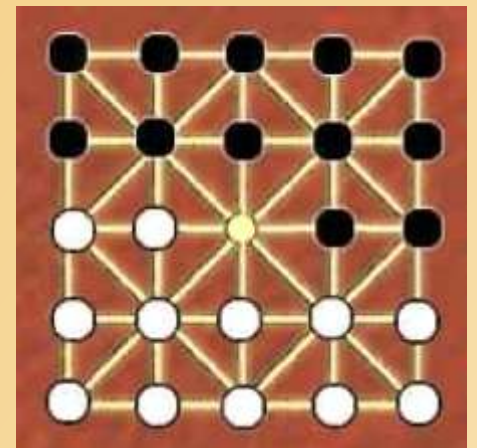
Hundreds of years later, the Moors introduced continental Europe to Alquerque through Spain. The name Alquerque is Spanish; it describes a checkers board. The Arabic name for Alquerque is El-quirkat. The 10th century book Kitab-al-aghani refers to the rules of the game. Alfonso X the Wise, King of Castile during the Middle Ages, also explained how the game is played comparing it to chess in The Book of Games.

Alquerque is played in other regions of the world as well such as Afghanistan where it is called Leopard.

MATERIALS

-A square surface with 25 points and 24 pawns
(12 pawns per player)

Object of the game :To capture the opponent's pawns.



PROGRESS OF THE GAMES

Place the pawns on the board as shown in the image. You can only move a pawn to an adjoining free point along the lines of the board. To capture an enemy pawn simply jump over the enemy pawn when there is an open point to land on. The player who captures all enemy pawns wins.

Caveat 1: A pawn that can capture an enemy pawn must do so or else it is automatically captured by the opponent.

Caveat 2: A pawn can only move forward, diagonally or sideways. Once a pawn reaches the opposite edge of the board it can only move sideways. A pawn is not allowed to move to its point from the previous turn.