

# Jul-Gonu

## Setup:

The board is a 4x4 grid, but a 3x3 grid is used for positioning the stones on the points (cells) of the grid. Each player begins with 4 stones, all positioned in the first row of the board (this would correspond to the row closest to their side).

## Objective:

The objective is to either capture all of the opponent's stones or to force the opponent into a position where they have only one stone remaining or cannot make any valid moves.

## Movement:

A stone moves to an adjacent empty cell in an orthogonal direction: up, down, left, or right. The move must be to a directly adjacent empty spot. If no such empty spots are available for a player to move, the player loses.

## Capture Rule (Custodian):

A stone captures enemy stones if it moves to a position where it has friendly stones on either side (in a straight line), and the enemy stones lie in between. The captured enemy stones are removed from the board. The player whose stone moved into the position and captured the enemy stones gains the advantage of reducing the opponent's stone count.

## Losing Conditions:

A player loses the game if they are left with just one stone. A player also loses if they are unable to move (if no valid move options are available).

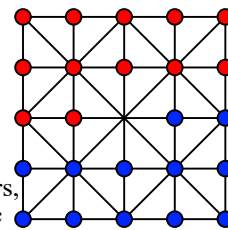
# Alquerque

## Overview:

Alquerque is an ancient strategy board game that closely resembles Draughts (Checkers). Below are the rules of the game, based on historical accounts, with some clarifications for modern play.

## Board Setup:

The game is played on a 5x5 grid, where the points are connected by vertical, horizontal, and diagonal lines (forming a lattice pattern). The game begins with twenty-four pieces, divided between the two players, twelve black for one player and twelve white for the other. The pieces are laid out on each player's back two ranks with the additional two pieces being placed on the right two points of the middle rank, leaving the middle point empty.



## Objective:

The goal of the game is to capture all of your opponent's pieces or force your opponent into a position where he cannot make a valid move.

## Gameplay:

### Movement:

Players take turns moving their pieces. A piece can move to an adjacent empty point along any of the marked lines (the horizontal, vertical, or diagonal lines). The move must be to an empty point that is directly adjacent to the piece.

### Capturing:

A capture occurs when a piece can leap over an adjacent enemy piece to land on an empty point directly beyond it, following a marked line.

After a successful capture, the enemy piece that was leaped over is removed from the board.

Capturing is compulsory if the opportunity is available. If there are multiple possible captures, the player may choose which to execute.

If a piece has captured an enemy piece and is in a position to make another capture in the same turn, multiple captures must be made.

The capturing piece may continue leaping over enemy pieces, removing them from the board, as long as there are valid capture opportunities.

## Ending the Game:

The game ends when one player has lost all their pieces. The player who still has pieces remaining is the winner. The game may also end in a draw if both players are reduced to only one or two pieces each and cannot capture each other without losing their remaining pieces. This typically happens in a stalemate situation where neither player can safely make a move.