

# Bizingo

## Overview:

A strategic board game where players move their pieces on a grid, capturing opponent pieces by surrounding them with their own. The game includes special rules for captains and edge pieces.

## Objective:

A player wins by reducing the opponent to only two pieces remaining on the board.

## Setup:

The game is played on a grid of triangles. Each player controls a set of 18 pieces (dark or light), 2 captains and 16 infantry, which are initially placed in designated starting areas.

The color of the pieces determines which cells they can occupy.

Dark pieces are always on light squares and light pieces are always on dark squares.

Each player's captains are placed on the starred dots of their color.

## Movement:

Players can move their pieces to any adjacent empty cell of the same color. Each piece can move to six possible locations on an open board.

## Capturing:

A regular enemy piece is captured when surrounded on three sides.

A captain is captured when surrounded on three sides, but one of the surrounding pieces must be a captain.

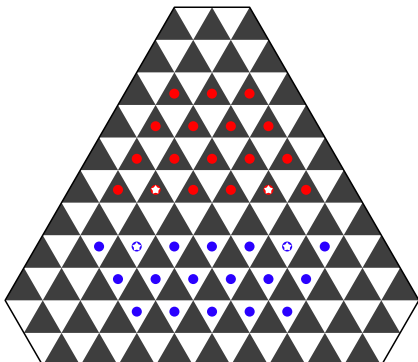
A piece on the edge of the board can be captured by surrounding it on two sides, with one of the surrounding pieces being a captain.

## Instant Capture:

A piece moved to a cell surrounded by three enemy pieces is immediately captured unless the move itself captures an opponent's piece.

## Winning:

The game ends when a player reduces the opponent to only two pieces, achieving victory.



# Petteia

## Objective:

Capture opponent pieces by trapping them between two of your own pieces, either horizontally or vertically.

## Setup:

Played on a square grid, commonly 8x8 squares.

Each player places enough pieces to fill two rows on the board, positioned in the two rows nearest them.

## Movement:

Players take turns moving a piece in a straight line (horizontally or vertically) as far as desired, without jumping over or landing on another piece.

## Capturing:

Capture by trapping an enemy piece between two of your own pieces in a straight line.

## Winning:

The game ends when a player is reduced to a single piece.

# Ludus Latrunculorum

## Objective:

Capture opponent pieces by trapping them between two of your own pieces in a straight line.

## Setup:

Played on a square grid, commonly 8x8 squares.

Each player has one row of soldiers and one general piece placed centrally in front of them.

## Movement:

Players move one piece at a time in a straight line (horizontally or vertically) as far as desired, with no jumping over or landing on other pieces.

## Capturing:

Capture by trapping an enemy piece between two of your own pieces in a straight line.

The "general" cannot be captured but can participate in capturing enemy pieces.

Multiple enemy pieces can be captured at once if they are trapped between different pieces.

## Winning:

The game ends when a player is reduced to a single piece.