

Fanorona

Overview:

Fanorona is an abstract strategy game that originates from Madagascar. The game is rich in strategy and offers a deep tactical experience.

Objective:

Capture all of the opponent's pieces or to block them in such a way that they cannot move.

Setup:

The game is played on a 9x5 grid.

Each player starts with 22 pieces, placed on the first three rows of the board closest to them.

One player controls the white pieces, and the other controls the black pieces.

Players take turns moving and capturing pieces.

Movement:

Pieces can move in any direction: horizontally, vertically, or diagonally.

A piece can move one space at a time to an adjacent empty square.

Capturing:

Approaching: A piece can capture an opponent's piece by moving directly adjacent to it (horizontally, vertically, or diagonally). The piece is only captured if the piece is on the continuum of the capturing piece's movement.

Leaping: A piece can capture one or more of the opponent's pieces by leaping over them, provided the adjacent space beyond the piece(s) is empty. The opponent's pieces that are leapt over are captured and removed from the board.

In both cases, the capturing piece must land on an empty square immediately following the captured piece(s).

Special Rules:

The direction of capture matters. Players can approach or leap in any direction, but when leaping, the opponent's pieces must be positioned in a straight line between the capturing piece and the empty square beyond them.

If a player captures an opponent's piece, they can continue to capture in the same turn, as long as there are valid captures available.

Winning:

A player wins by capturing all of the opponent's pieces, or blocking the opponent such that he has no legal moves left.