

Ludus Latrunculorum Rules adapted from Ulrich Schadler's rules for play

Players: 2 players

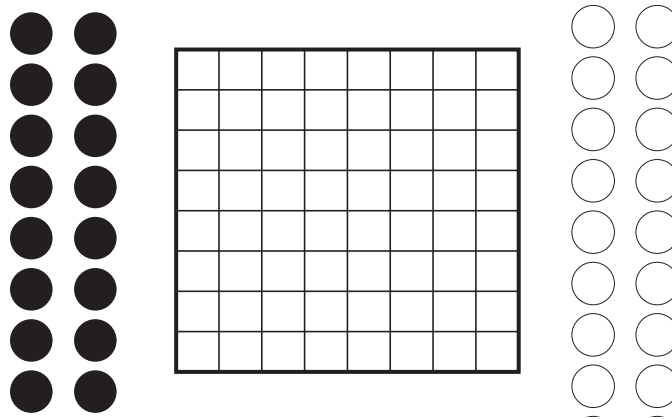
Equipment: 16 counters for each player (black and white), 1 game board.

Objective of the Game

The objective of the game is to remove all but one of your opponents' counters from the board.

Board set up and movement

1. All counters start off the board.
2. Once a counter is removed from the board it may not be re-entered into play.



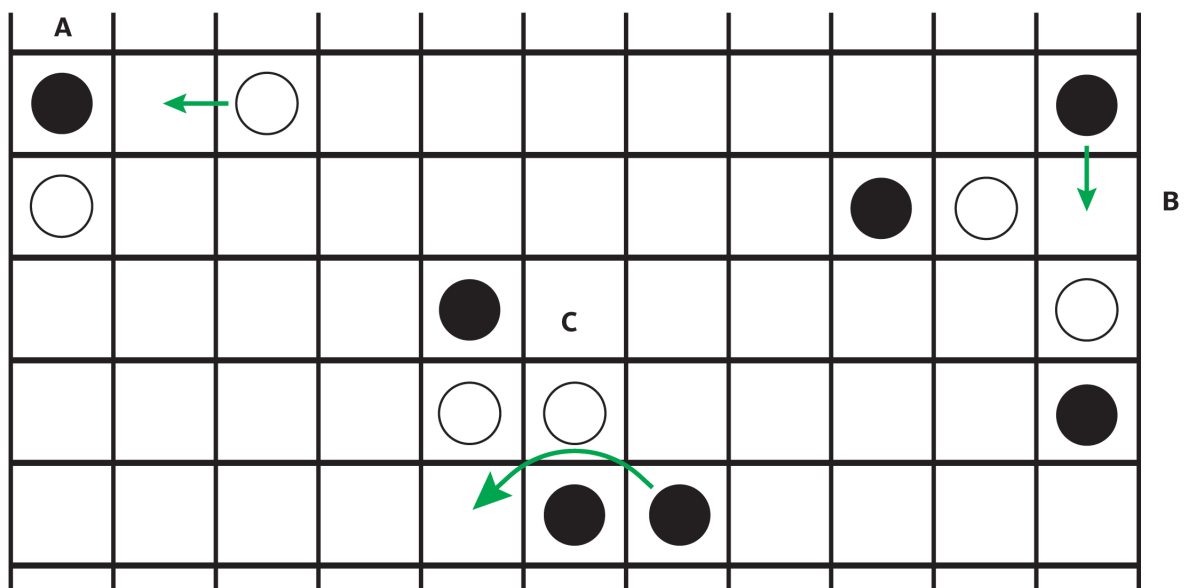
Game Play

1. The first turn is decided by agreement or lot. Then, each player takes a turn to place one counter onto any empty square on the board. In this phase, no captures are made. The individual counters placed in this phase are called Vagus (plural Vagi).
2. Once all of the counters have been placed, the players take turns to move their counters. Counters can be moved horizontally and vertically, but not diagonally to any adjacent square. The counters moved in this phase are called Ordinarius (plural Ordinarii).
3. A counter can jump over another counter of either colour, if the square behind the counter being jumped over is unoccupied. Several jumps can be made in one move, just like in checkers.

4. A player can trap enemy counters between two of their own counters. A trapped counter cannot be moved, but stays on the board. The trapped counter is called Alligatus (plural Aligatii) or Incitus (plural Incitii). To make it clear that a counter became Alligatus it is turned upside down.
5. Once an enemy's counter became Alligatus, on their next turn, the player can capture it and remove it off the board, as long as both counters that are trapping it are still free and did not become Alligatii themselves on the opponents following move. Once a counter is removed off the board it does not return into the game.
6. If the opponent surrounded one of the enemy counters trapping their Alligatus, then their Alligatus is made free and flipped back to its original side, whereas the enemy trapped counter becomes Alligatus and is flipped over. (See example below.)
7. A player can move their own counter between two enemy counters only if by doing such a move will trap one of the enemy counters.

End of the game

The first player to lose all but one of their counters loses the game.



A: White captures Black in the corner.

B: Black captures two white corners in one move.

C: With a leap over its neighbouring counter, Black captures a white corner.