



Surakarta

2 players

15 min

Tactic

17th century

Indonesia

Formerly called « Solo », the city of Surakarta on the island of Java has probably given its name to this strategy game. It was the Dutch who renamed the city in the 17th century, which suggests that this game is later than their arrival.

Material

A game board of 36 intersections, with semicircles in the corners, 12 pawns of one color, 12 of another.

Game's goal

Capture the maximum of enemy pieces.

Progress

- **In the beginning**

Each player chooses a color and places all his pieces on the two intersections of the first two lines in front of him (like in the picture).

- **The moves**

In turn, the player moves one of his pieces to a contiguous free intersection, in any direction, even diagonally. The pieces move only one box, except when taken.

- **Pawns' catch**

You must arrive on the same square as an opposing pawn to capture it. The taking of an opponent's piece is allowed only if one goes through at least one of the semicircles, located in the corners.

A pawn may move as many spaces as he wants to take, provided that all spaces in his path are empty. It is also possible to take several circular paths to reach an opponent's pawn.

It is forbidden to take several pieces in the same move.

Taking an opponent's pawn does not give the right to replay.

- **End of the game**

The game is over when a player has captured all the pieces of his opponent.

