

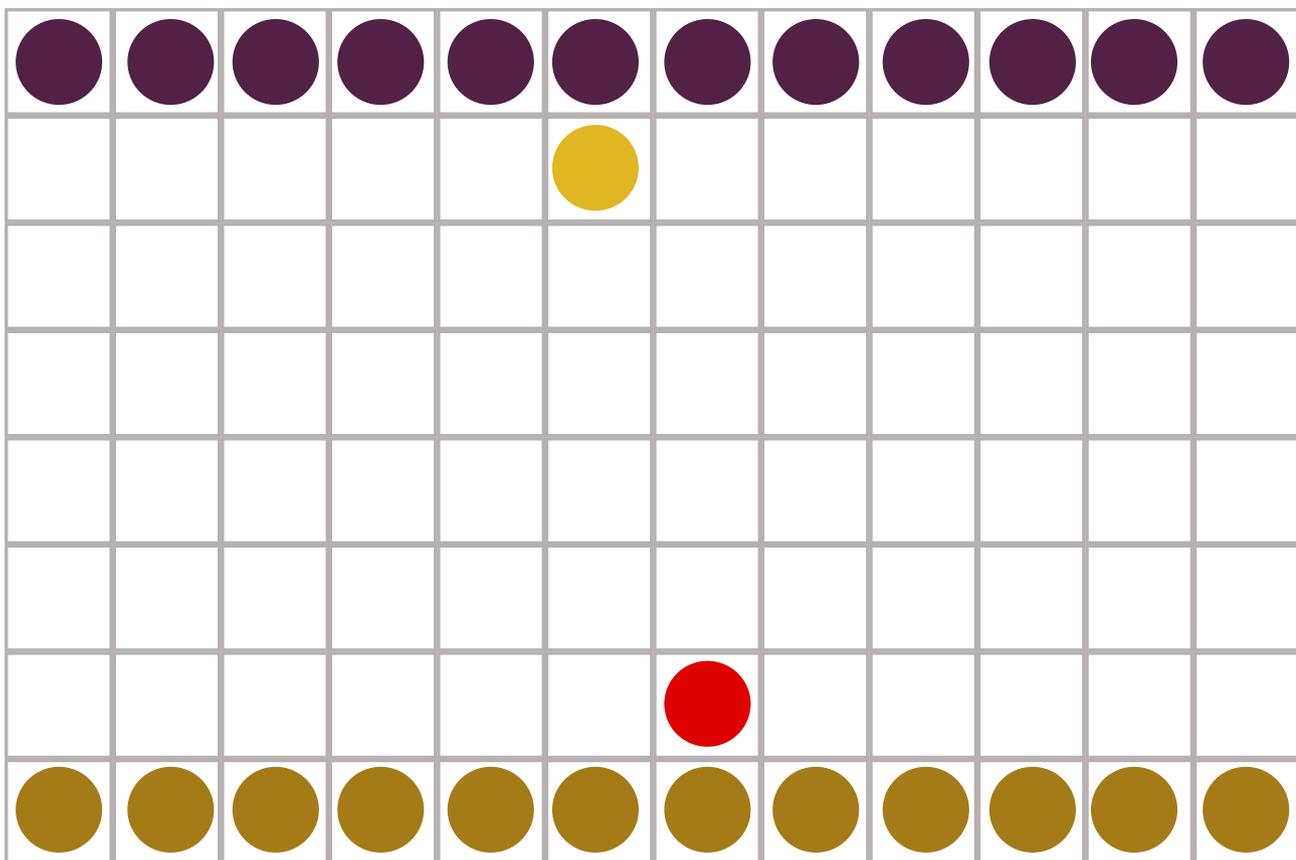


LATRUNCULI

For 2 players Time: 20 minutes
For ages 7+

Setup:

Latrunculi (little thieves) is played on a 12 square x 8 square board.
Each player has 12 counters of a single colour, placed along the first row of 12 squares closest to the player.



A single different coloured counter is selected by each player and placed on the sixth square from the right on the second row.

This counter is the player's **king**.

To begin the game, both players roll a dice, the highest number goes first.

Objective:

The aim of the game is to clear the board of all your opponent's pieces or to capture their king.

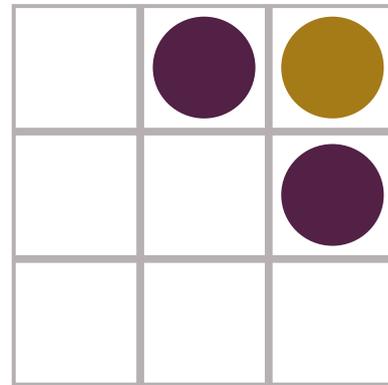
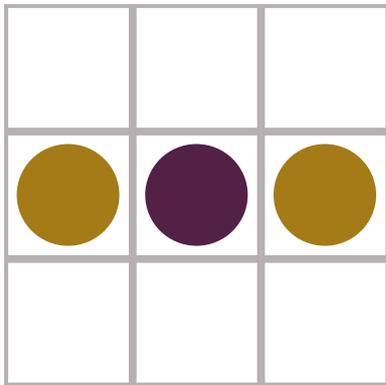


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How To Play

Regular Counters: Players take turns moving one counter **either** horizontally **or** vertically as many spaces as they want, into an empty square.

The aim of the game is to trap your opponent's counter **between** two of yours (see below). Then you can remove their counter from the board. If a counter is in one of the 4 corners of the board it can be trapped by moving your counters to either side of the corner square.

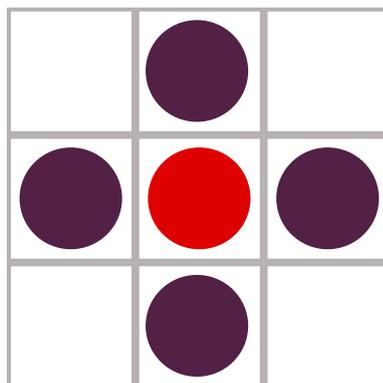


Remember **NOT** to move your counter to a square between two of your opponent's or it will be trapped. You **CAN** pass between two counters but **KEEP MOVING** and don't stop till you are on a safe square!

The King

The king can move like a regular counter but can also jump over any number of counters, if they are in a straight line. Jumping over a counter does **NOT** capture it.

To capture the king, it must be surrounded on all 4 sides:



Who Wins?

The winner is the player who is first to capture their opponent's king, or who is left with the most regular counters on the board when no more moves are possible.