

# Dikarya

By Nick Ryan, 2018, published at Idyllwild Games



[Review](#) from Calvin Daniels (excerpt):

[...] Each player places their 12 Soldiers along one side of the board and places their King on the row forward, four spaces from the right. Each player receives 3 Spores each, and are placed in the circles on their side of the board.

All pieces may move any number of spaces in the horizontal or vertical direction, except a placed Spore piece.

A single Soldier is captured if it is surrounded on two opposite sides. If a Soldier is “captured” remove it from the board.

Multiple Soldiers can be captured along a line.

Up to this point the game mimics what many think the ancient game [of Latrunculin] played like.

As Ryan noted the ‘spores’ add a new twist.

When an enemy Soldier is captured, the capturing player may place one of their Spores in the captured Soldier’s place.

When a Spore is placed, it becomes a “blockade” and cannot be moved for the remainder of the game.

A Spore placed on the field may be used – by either player – to capture another enemy Soldier(s).

The spores are an interesting addition to game play, adding a level of strategy regarding when to place them, and recognizing how that placement will affect the game moving forward.