

Castille

A Subtle Game of Strategy by Alexander Randolph
Another HOYLE OFFICIAL game

A. Equipment

Castille is played on a square board of 36 points divided into five territories: a central 4-point territory and four 8-point corner territories; each territory has a flag emplacement.

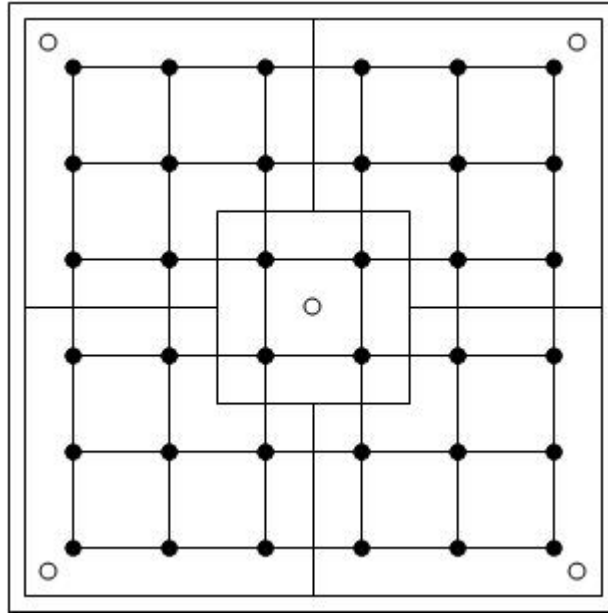


Figure 1

Two may play. Each player has a set of 12 pegs and 3 flags. The sets are of contrasting color, silver and copper. In each set there are 8 short pegs and 4 tall pegs.

B. How to Play

First Phase:

Placing the pegs on the board.

Players place alternately 2 pegs at a time on any vacant points on the board (either two short pegs, two tall pegs, or one short and one tall). The first phase ends when all 24 pegs are on the board. No captures are made during this phase, nor are any flags put up.

Second Phase:

Actual play begins.

1. Players move alternately and the player who played first in the first phase also plays first in the second phase.
2. A short peg may move orthogonally (that is, vertically or horizontally, but not diagonally) to any adjacent vacant point.

- [illegible]

A hostile peg may also be “trapped” and captured in a corner. The peg that made the capture may move again immediately, provided that by so doing it can make another capture. (Thus a peg can make a whole sequence of captures during one turn of play.)

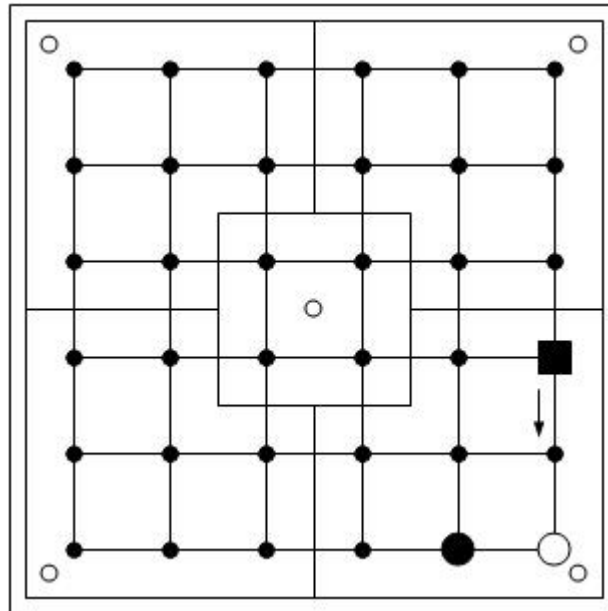


Figure 2b

5. One move can cause more than one capture. (Figure 3: the white peg captures three black ones.)

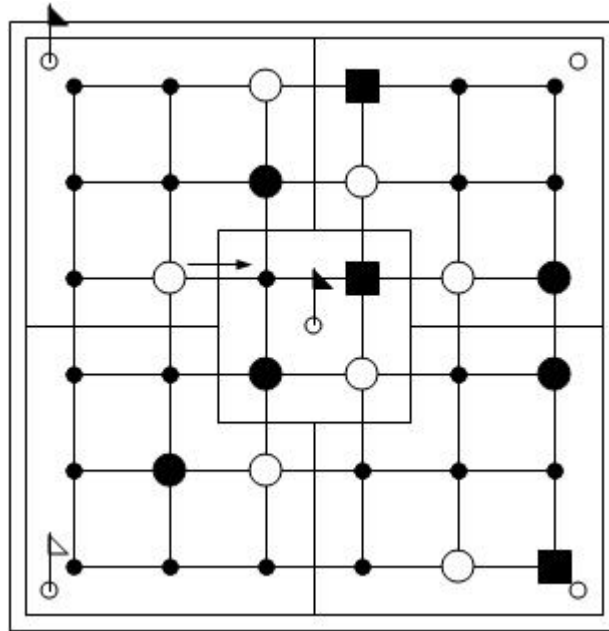


Figure 3

6. A palyer may move a peg between two hostile pegs without harm.
7. If it is a players's turn to play, and -either before or after he makes his move- he has one or more pegs in a territory that is completely clear of enenmy pegs, he may "claim" that territory and put up a flag in the appropriate flag emplacement.
8. Once a flag is "up" on a territory it is not removed until and unless the territory is reconquered (as in 7. above) by the opponent. (In such a case the opponent puts up one of his own flags and the captured flag is not appropriated but simply placed alongside the board.)
9. To win, a player must have all three flags "up" on the board. The moment this happens, the game is over. (Figure 2)