



The BOARD-fig.1 -contains 88 squares and the main elements of the board are:

4 middle squares-marked out with different colour and bold line.

20 border squares-marked with the same colour as the middle squares and bordered by and bold line .

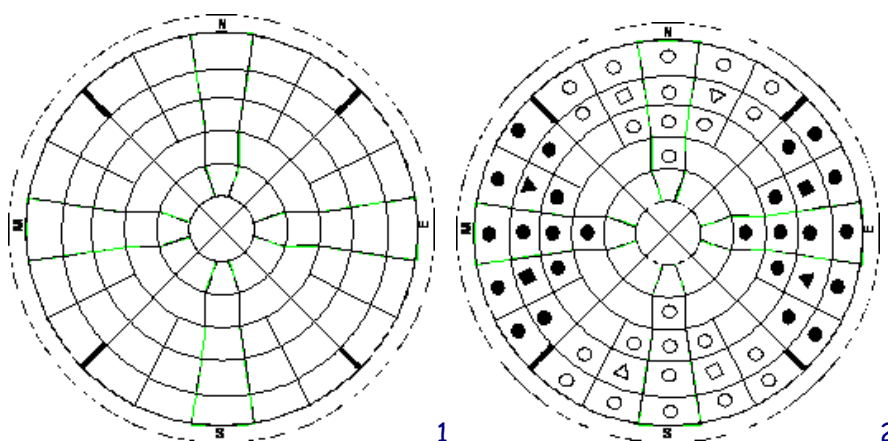
4 barriers-marked with the bold line and situated in the external ring of the board.

There are two pairs of players: S.N.use white pieces and W.E. use black ones.

The initial position of all pieces is shown in drawing 2:

A white big castle □ a white small castle △ a white pawn ○

A black big castle ■ a black small castle ▲ a black pawn ·



Scoring and the aim of the game:

Pieces have different values:

A big castle 12 points, a small castle 6 points , pawn 2 points. A castle **increases** in value three times after coming into the middle squares. (a big castle **36** points, a small one **18** points).

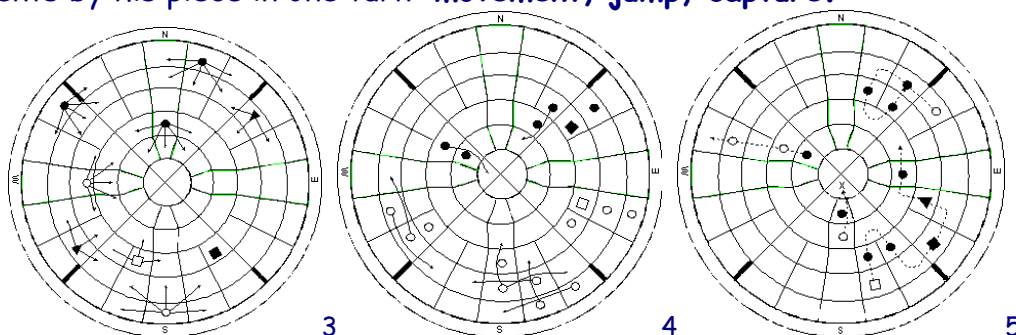
The result of the game is expressed as a balance of points.

That pair of players wins who at the end of the game has more points. Because of that, it is advisable to tend to move the maximum number of own castles to the

middle squares. It is necessary to remember about difficulties which should be made to opponents by capturing and blocking their pieces.

The rules of the game:

The **S.** player starts the game with a white pawn. Next move belongs to **W.** player etc. In a clockwise movement. Each player has to make one of the following movements by his piece in one turn- **movement, jump, capture.**



Movement-drawing-3.

A pawn can move to a nearest free square situated on its sides, diagonally and in front of it ,so has **5 possible directions** of movement. A castle (big or small) can move in **three directions**- forward ,left or right ,to the nearest free square. **Diagonal movements are forbidden.**

Jump- drawing 4.

This kind of movement can only be **made by pawns** . A pawn may jump over a neighbouring pawn which is the same colour as the jumping one and the square behind it is free. There is a possibility of jumping in three directions: **forward, left or right**. Jumps backwards and diagonally are forbidden. During one turn each player is allowed to jump only over one pawn. **Castles do not jump and all jumps over them are not allowed.**

Capture-drawing 5.

A capture is jumping over a neighbouring piece of opposite colour to the nearest free square just behind it. The captured piece should be taken away from the board immediately. Capturing is not made as in draughts' one-diagonally but straight, backwards or on sides. In a suitable configuration it is possible to capture more than one piece. Such capturing is called multiple capturing. The multiple capturing should be made to the end.

If a player has an opportunity of different capturing , he has also opportunity of a free choice of movement. During multiple capturing a player should remove a

captured piece after each jump and only then the next jump can be made. **Castles and pawns have the same rights in capturing and they can capture each other. Capturing is obligatory and on this rule the whole concept of the game is based .Capturing has to be made before any other move.**

Middle squares

Each castle can enter any middle square. After that it increases in value three times and the castle stays there till the end of the game . It does not move and it can not be captured. A pawn can also enter middle squares but it is „burned” there so it has to be removed from the board.

Border squares:

There are common and foreign border squares.

For **N.S.** pair of players **common** are border squares situated on **W-E** axle.

For **W.E.** pair of players **common** are border squares situated on **W-E** axle.

Each player his/her turn has to make a move. He/she can do it with a piece of his/her own colour situated on his/her side of the common border squares or on any common border square. If the player has no pieces of his/her own colour on his/her own half of the board nor on any common border square, he/she loses possibility of making moves till the situation changes.

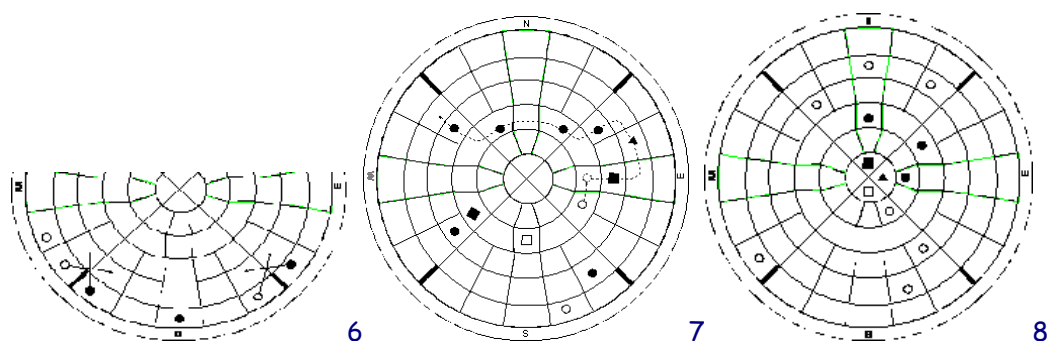
Common and foreign border squares can be occupied and crossed by the pieces of both colours.

Barriers-drawing 6

Barriers separate neighbouring piece teams of opposite colours. A barrier can not be crossed during any of described movements. It can only be passed during a **diagonal move of a pawn**.

An attack from the border square-drawing-7

S. player enters a common border square with a white pawn. Next there is **W.** players turn.



After that N. player appeared, makes multiple capturing and removes two black castles and four pawns.

The ending of the game.

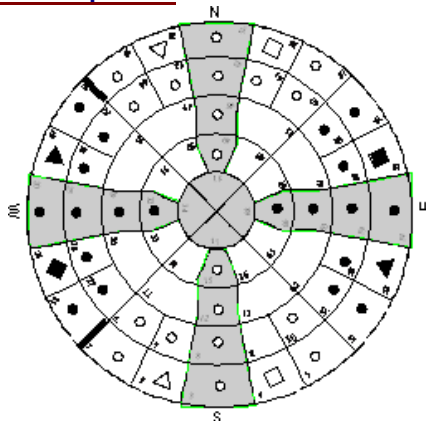
The game ends when:

- 4 middle squares are occupied by 4 castles.
- Not all middle squares are occupied but there is no possibility of moving more castles there because of their capturing or blocking.
- All pieces of one colour are captured (sometimes they can do it on purpose)
- Players who still have castles announce that they do not want to move them into middle squares and their opponents have no possibility of capturing more castles.
- Player who has surrounded pieces (castles) repeats 3 times running the same movement.

Scoring of the finished game-drawing 8 .

N. S. - white pieces		W. E. - black pieces	
1 big castle on a middle square	36 Pkt	1 big castle on a middle square	36 Pkt
7 paws on the board	14 Pkt	1 small castle on a middle square	18 Pkt
		4 paws on the board	8 Pkt
Total	50 Pkt	Total	62 Pkt

62-50 =12 Black -W.E. wins + 12 points.



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Lanko-68.drawing 9.

It's a version of the game on a board with fewer squares (68).Game rules and scoring are identical as in Lanko-88 . This version of the game is easier than

Lanko-88 and the game is shorter.



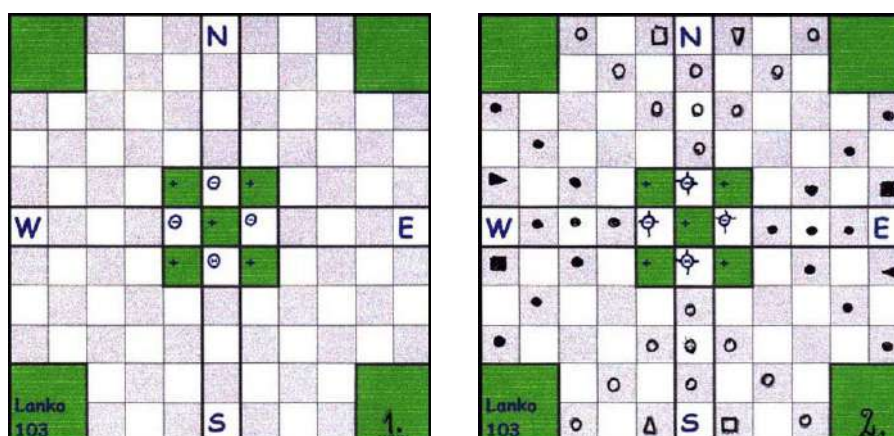
The Board - Fig. 1

Consists of **103 squares**, **53 dark** and **50 white**. The game, as in draughts, takes place on dark squares, but some **white squares** (8) also play certain roles. In the centre of the board **9 special squares** form a bigger square rimmed with a bold line. The dark squares (5) are marked with crosses, and the white ones (4) with circles. The squares marked with crosses are called „**manoeuvre squares**” and the white ones with circles are called „**end squares**”.

There are two pairs of players: **S.N.** use white pieces and **W.E** use black ones.

The initial position of all pieces is shown in fig. - 2:

A big white castle □ a small white castle △ white pawn ○
A big black castle ■ a small black castle ▲ black pawn ·



Scoring and the aim of the game.

The pieces have different values: a big castle-**12** points, a small castle **6** points and a pawn **2** pts.

A castle triples its value after coming into end squares (a big castle-**36** points, a small one **18** points). The result of the game is expressed as a balance of points. That pair of players wins who at the end of the game has more points. Because of

that, it is advisable to tend to move the maximum number of own castles to the end squares. It is necessary to remember about difficulties which should be made to opponents by capturing and blocking their pieces (chiefly castles).

The rules of the game:

An **S** player starts the game with a white piece, next, a **W** player makes his move. Then an **N** player moves etc. The turns are taken clockwise. Each player in his turn may make one of the following moves :

(a) movement (b) Jump (c) capturing.



Movement - fig. 3:

A pawn or a castle may move forward diagonally onto an adjacent vacant dark square.

Leap-Over fig.4 :

This move can be made by pawns and castles. A piece leaps over another piece of **the same colour** which is occupying an adjacent diagonal front square. It then, stops on a vacant field behind a leap-over piece. Only one piece may be leapt-over during one turn. Leaping -over backwards is not allowed. **Unlike other Lanko88-castles may leap - over and they may leap - over and they may also be „leapt - over” by other castles and pawns.**

The capture- fig.5 :

To capture is to leap-over an adjacent piece of **adverse colour** and occupy a vacant square behind it. The captured piece is immediately removed from the board. The capture, like in draughts, **is made diagonally both forward and backward**. In a suitable configuration it is possible to capture more than one piece. Such capturing is called **multiple capturing**. The multiple capturing should be made to the end. If a player has an opportunity of different capturing, he has also opportunity of a free choice of movement.

During multiple capturing a player should remove each captured piece after each

jump and only then the next jump can be made. **Castles and pawns have the same rights in capturing and they can capture each other. Capturing is obligatory which is the main principle the strategy and tactics of the game are based on. Capturing must be made prior to any other moves.**

Strips and border squares

The board is divided with two perpendicular strips of squares. They play a very important tactical role in the game. The border strips are rimmed with a bold line. The border strips regulate the directions of pieces movements and make it **possible to use two colours of pieces (white and black) in a four-player game.** There are „common” and „foreign” border strips and squares.:

For **N-S** pair of players „common” are border strips and squares situated on **W-E** axle.

For **W-E** pair of players **common** are border strips and squares situated on **N-S** axle.

Each player his/her turn has to make a move. He/she can do it with a piece of his/her own colour situated on his/her side of the common border squares or on any common border square. If the player has no pieces of his/her own colour on his/her own half of the board nor on any common border square he/she loses possibility of making moves till the situation changes. **Common and strange border strips and squares can be occupied and crossed by the pieces of both colours.**

Manoeuvre and end squares.

Any castle may move to any vacant end square. After a castle has occupied an end square, its value triples and it occupies the square until the game is over. The castle makes no moves and may not be captured. Moves to an end square may be made only from a manoeuvre square (marked with a cross). **Pawns may not move to end squares.** In order to move the castle to an end square, the player must move it to a manoeuvre square. He may place his castle on a front or side end square in his next turn. Players may, not move from a central manoeuvre square to a back end square as backward movements are not allowed.

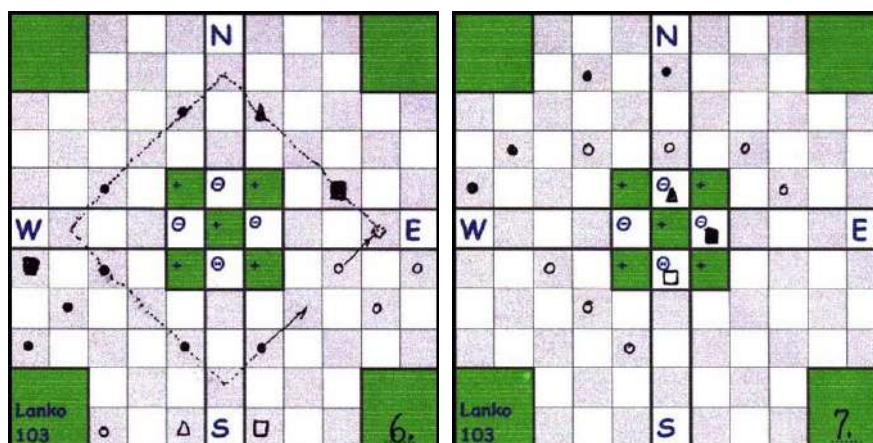
Standby pawns.

In addition to pawns placed on dark squares, each player has one pawn that is placed on a white square to mark #. The pawns make no move and may not be captured as they occupy a white square. If an adjacent dark front or side square becomes vacant, a player may move his standby pawn to this dark square and then the pawn will normally move on dark squares.

An example of an attack from a common border square – Fig. 6 :

The **S** player moves his white pawn to a common border square. Next there is **W**. player's turn. After that **N**. player, on whose common border square the white pawn moved by **S** player appeared makes multiple capturing and removes two black castles

and five black pawns.



The ending of the game -fig.7

The game ends when:

- Four end squares are occupied by four castles,
- Not all end squares are occupied but there is no possibility of moving more castles there because of their capturing or blocking,
- All pieces of one colour are captured,(sometimes they can do it on purpose).
- Players who still have castles, announce that they do not want to move them into end squares and their opponents have no possibility of capturing more castles.
- Player who has surrounded pieces (castles) repeats 3 times running the same movement.

Scoring of the finished game.

N. S. - white pieces		W. E. - black pieces	
1 big castle on a end square	36 Pkt	1 big castle on a end square	36 Pkt
7 paws on the board	14 Pkt	1 small castle on a end	18 Pkt
		4 paws on the board	8 Pkt
Total	50 Pkt	Total	62 Pkt

$62 - 50 = 12$. Black have won with 12 points.

Denotations to be applied in recording of played games (examples :

Movement [8-B] [38-40], Jump [P-36] [3-M], Capturing [9;38] [P;F]

Impossibility of making a move [---] . The castle entering the end square [(X)]

End of the game [+++].

REMARKS

Lanko - 88 and 103 is (like bridge) a game for two pairs of players. However, contrary to bridge, two or three persons can play Lanko as well.

In a two-player game each of the players plays with both sets of pieces of the same colour. Starting-up position of pieces is identical as in two-pair game . In a two-player game, the opponents do not sit face-to-face but the player playing with white pieces takes position **S**, and the player playing with black ones takes position **W** or **E**. The whites begin the game from **S** position. Then a move from **W** position is being made with the black pieces, next the whites from **N** position, then the blacks from **E** position and so on.

Three persons can also play the game - in such case a pair of players, play against one player. The pair play with white pieces from **S** and **N** position; the third player takes position **W** or **E** and play with both sets of black pieces. The sequence of movements is: **S-W-N-E** and so on. **In a three-player game the „solo” player has more chances to win because he/she can constantly realise his/her strategy through full co-ordination of action performed by both sets of black pieces.** However, the pair of players in the pair is liable to mistakes made by co-partner **because prompting is forbidden.**

In order to even the chances three subsequent games should be played in the each/each system because then each of the players will play individually once and in pair twice.

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