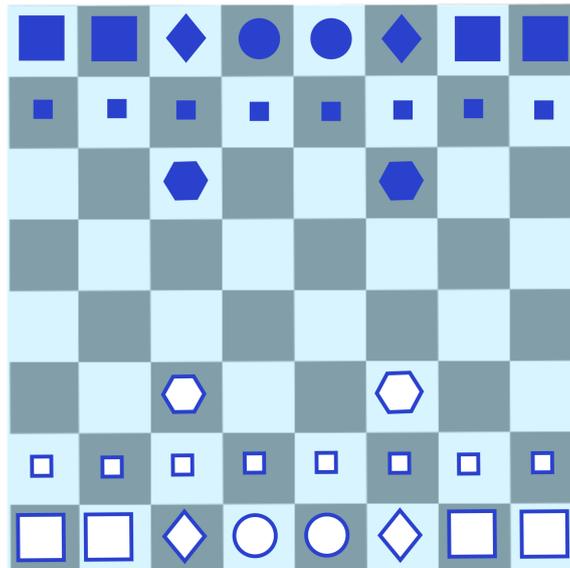# La Trel

1   History

A 2 player game designed by Richard Morgan and published by Millenium Games in 1994

1.1   Attribution & copyright

The following information is based on rules posted on www.boardgamegeek.com. This transcription has been made to help new players to learn the game to play using an original set at the Bromsgrove abstract games club. There is no intention to infringe the rights of the rights holders and this document should not be used for commercial gain.
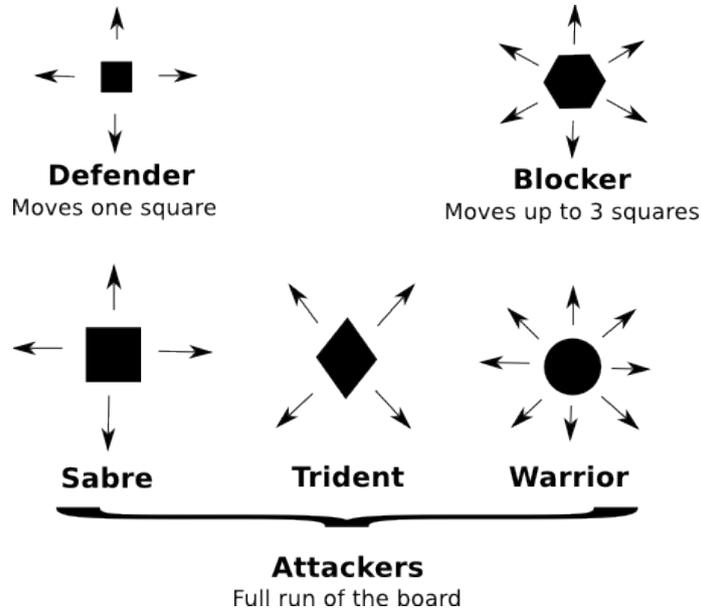
2   Setup

The initial setup of the pieces is shown in the diagram below. White moves first and must move a defender.

3 Basic Game

4 Movement of the pieces

The pieces in La-Trel move as follows:

Defender (small square) one space in any direction orthogonally. Defenders cannot capture other pieces.

Sabre (large square) Like a rook in chess

Trident (diamond) Like a bishop in chess

Warrior (round) Like a queen in chess

Blocker (hexagon) Only used in Advanced La-Trel. Blockers cannot be captured or capture any opponent's piece. It must be pointed out that Blocker pieces can only move over unoccupied squares (they are not allowed to jump any piece on the board).

4.1 Capturing

Pieces are captured by jumping over them and occupying the space immediately beyond them, as in draughts (checkers). The piece is then removed from the board. This rule does not apply in corners. In the basic game, to capture a piece in a corner, you do so by substitution, as in chess.

Moves are restricted as follows:

- A piece may not capture another piece unless there is a clear path between it and the piece being captured.

- A player is not forced to capture a piece just because he/she is able to do so.

- A player cannot pass on his turn.

- A move cannot be made if it would cause the third occurrence of the same board position.

Multiple pieces may be captured on a move. A piece may change direction in order to capture more than one piece (see diagrams in rulebook).

Moving a defender to the last row on the board enables an exchange between it and any previously captured piece of the same colour.

4.2 Winning

The game is lost when a player loses all his attacking pieces, or if all of his three or fewer remaining attackers are unable to move.

5 Standard Game

As for the Basic Game with the variation that pieces may *not* be captured in the corners.

6 Advanced Game

The two blockers (hexagonal shapes) replace two of the defenders. See the diagram. *In the absence of the diagram I'm unclear as to which are replaced, particularly as the blockers are shown in the set up diagram*

Blockers can move up to three squares in six directions (N, S, NW, NE, SW, or S, but not east or west) and may change directions during their moves. See examples of movement in the diagrams.

- Blockers may not capture or be captured.

- Pieces on the corner spaces cannot be captured.

- Multiple captures by the same piece in a single turn are not allowed.

The advanced game is won when one player has lost all of his attacking pieces or when his last attacking piece is trapped. If a player has more than one attacker, and all are trapped, then the game is a draw.

7 Addendum

The Game is over when one player has either lost all his attacking pieces or is prevented from moving his three (or less) remaining Attackers by the opponent, regardless of whether he has any Defenders left.

The player who loses all but his last remaining attacking piece has seven moves in which to capture a Defender or an Attacker, failing which he has lost the game.

In the event of both players being reduced to one attacking piece each, regardless of any defenders left on the board the game will be called a draw.