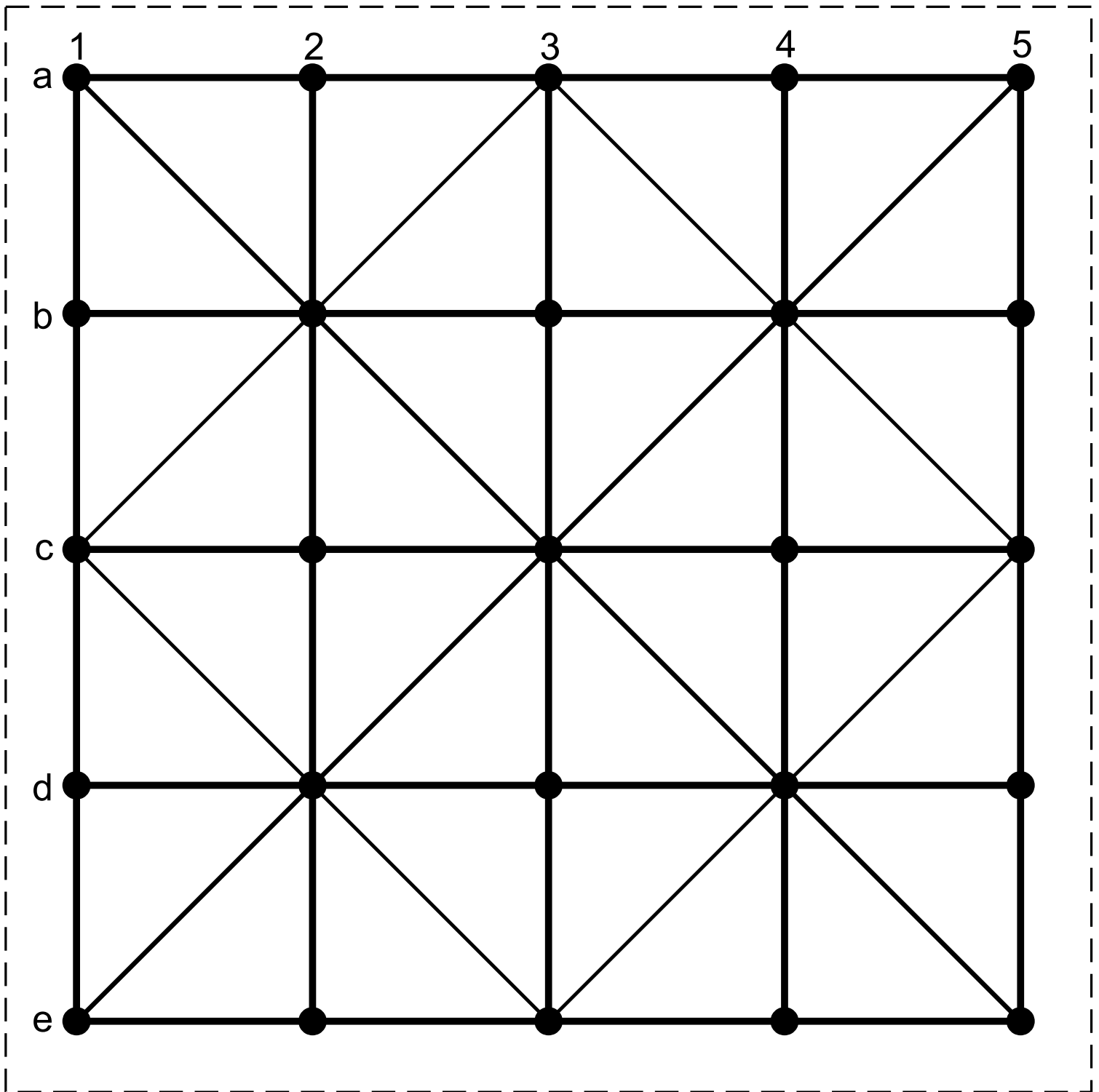


PASTORES Y GUERREROS



Next, you will be able to read the rules and general aspects of the game for a better understanding. These are represented as (R.X for rules or GEN.X for general statements). Within the Rules, there are those for the Placement Phase (FC), those for the Movement Phase (FM), and General ones that apply to both Phases of the game (AM). This means that the rules are described as follows: RULE.NUMBEROFRULE.PHASEINWHICHITAPPLIES

- GEN.01=Shepherds and Warriors is a board game for two players.
- GEN.02=The game is classified as an Abstract Strategy Game.
- GEN.03=The game is designed to be played on a 25-point (5x5) alquerque board.
- GEN.04=The stone is assigned to the pieces and/or pawns in the game.
- GEN.05=The game is played with 8 stones per player.
- GEN.06=The stones are divided into two clearly differentiated types: Shepherds (5 stones) and Warriors (3 stones).
- GEN.07=The objective of the game is to capture all the stones or prevent the opposing player from making any valid moves.
- NOR.01.AM=The game will be determined by any method agreed upon by the players.
- NOR.02.AM=The game consists of two phases: the Placement Phase (FC), when the stones are placed on the board to begin the game, and the Movement Phase (FM), where the rest of the game is determined by moves and captures.
- NOR.03.FC=One stone is placed per player per turn, in no predefined order or pattern, on any empty spot in the two rows closest to the player (A-B or D-E) until all the stones have been placed.
- NOR.04.FC=A Warrior may be placed on a spot in the initial rows that does not have diagonals to position it during the game. (See examples)
- NOR.05.FM=Shepherds may move and capture in a cross formation to the next point immediately above.
- NOR.06.FM=Warriors may move and capture diagonally to the next point immediately above. If movement is not possible, they may move horizontally (but only capture diagonally).
- NOR.07.FM=Stones are moved along the lines of the board.
- NOR.08.FM=Stones capture and replace the point of the captured stone (as in chess)
- NOR.09.FM=Captured stones are removed from the board.
- NOR.10.FM=Capturing enemy pieces that can be captured is not mandatory (as in checkers); here, piece sacrifice and good strategy prevail.
- NOR.11.FM=If a stone reaches the other "end" of the board, nothing happens; it is not crowned or anything like that (as can happen in chess or checkers).
- NOR.12.FM=If the outcome is 1 vs. 1, only 5 turns are available, or the game is declared a draw.
- NOR.13.AM=When a player touches a stone, either to move or place it, they must play with that stone.
- NOR.14.AM=The winner must always shake hands with the loser.

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