

1911 © 26

[PATENT APPLIED FOR.]

[COPYRIGHT.]

RULES OF 'LASCA'

THE GREAT MILITARY GAME.

INVENTED BY THAT DEEP THINKER AND CHAMPION CHESS
PLAYER OF THE WORLD :

DR. EMANUEL LASKER.

THE GAME TO TEACH CAUTIOUSNESS AND TACTICS,
AND A GREAT BUILDER UP OF IDEAS.



Dr. Lasker playing his newly invented game Lasca.
Patent Applied For. C. E. T. & Co.

The Game is made up of **Privates, Columns, Officers** and **Bombs**.

PRIVATES, that is White and Black Men, are only allowed to move forward.

COLUMNS are obtained when one or more Men have been captured, and remain on any one particular spot, the Top Man being always the Leader.

OFFICERS are obtained when any one Man or Column arrives in the last line of the opponent. If one Man arrives there, it is taken **off the board** and exchanged for an Officer, but if a Column arrives, only the **Top Man is taken off** and exchanged, it being imperative that never more nor less, than 22 Men inclusive, are on the Board at any time.

Green is the Officer for **White**, and **Red** the Officer for **Black**. Officers capture Prisoners in the same manner as Privates, but have the privilege of moving either backwards or forwards.

BOMBS consist of Columns, several Men of which being of one Party are on top of each other.

PLACE MEN AS IN DRAUGHTS.

MOVES are made alternately and only obliquely.

WHITE always begins the Game.

To capture a Prisoner, he must be on the spot immediately in front of you, and have a vacant space immediately behind. You then place your Man on his, and move both to vacant space. Should there be another of his men in front, with space behind, you must continue the run, and increase your Column, **as you are compelled to take prisoners, if the opportunity occurs.** If your opponent omits, compel him to do so.

Always remember, that although **You** move **All** the Men contained in your Column, you may not take more than **one** Prisoner from **each** available space, so if opponent has a Column on one or more, you may only capture his top Men.

If two or more Openings occur to take Prisoners, select the one giving the longest Run or best Advantage.

A **Run** finishes for the Move when a Column, being led by a Private, arrives in Opponent's last line, but is continued if being led by an Officer.

The loser is the player who cannot move, or has all his Men taken Prisoners.

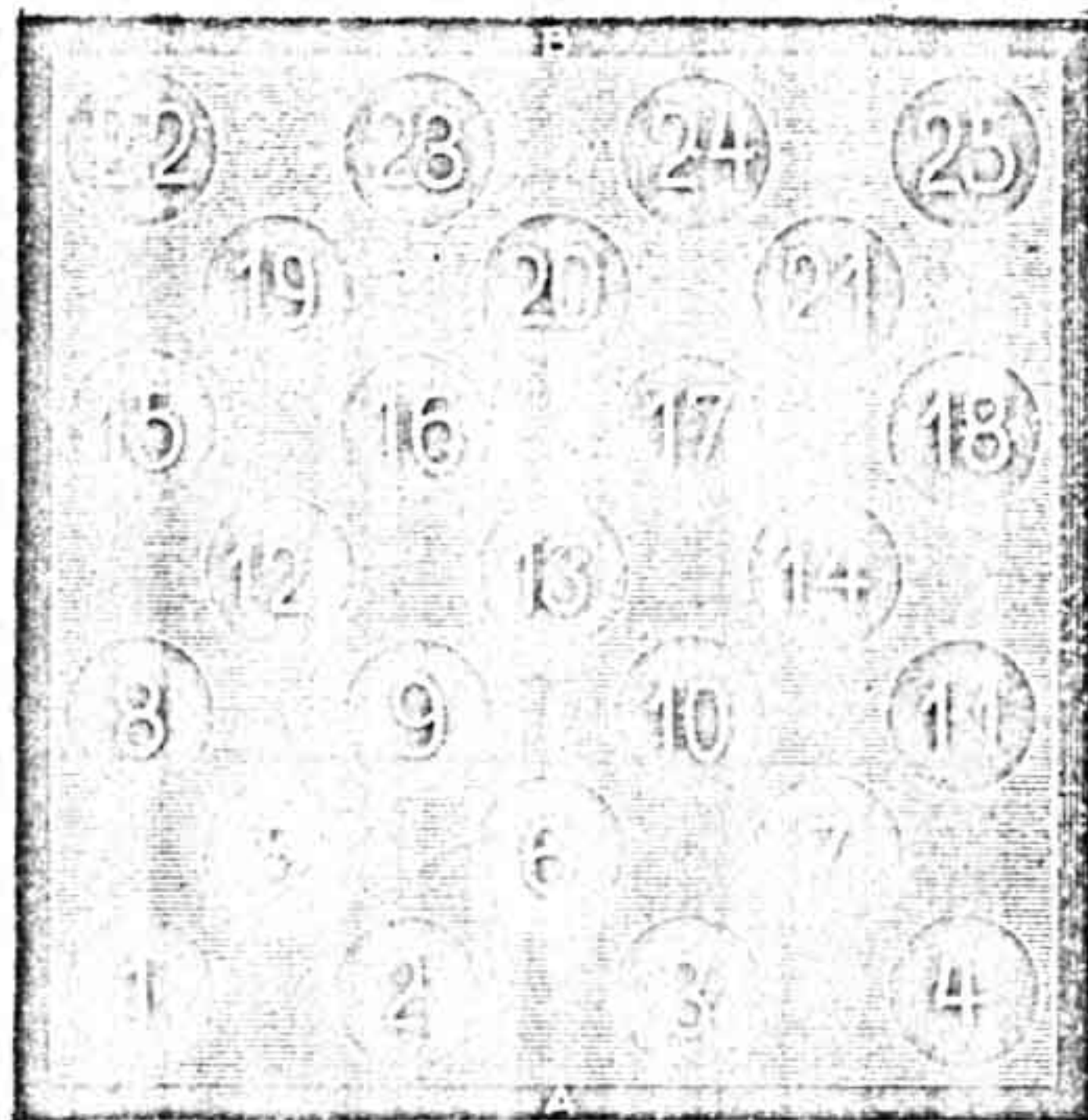
SPECIAL NOTES.

Move Men towards **Centre of Board.**

The strongest 3 White Markers are 2, 3, 6, the Black ones 23, 24, 20. It is advisable not to move them, unless a prominent advantage may be gained by so doing. You ought, however, to try and induce Opponent to move his strong triangle.

Move weak men to safe places. Bombs as much as possible towards the Enemy. Attack Weak Men of Opponent, viz. : such as have no Prisoners.

In attacking **Bombs** be careful, and try and make your moves in such a manner that your opponent has little or no liberty for moving.



“LASCA.”

To the Beginner, it will be found of great advantage to study and practise these five Explanatory Games, and for that purpose a Numbered Block is shown, to enable them easily to be followed.

At the **Start**, Nos. 12, 13 and 14 remain open, **White** occupying position 1 to 11, and **Black** 15 to 25, and **White** leads off.

Game 1.

(1) 9-13, 17-13-9. (2) 5-9-13, 21-17. (3) 13-17-21, 25-21-17. (4) 10-13, 16-13-10. (5) 7-10-13, 19-16. (6) 13-16-19, 22-19-16. (7) 1-5, 15-12. (8) 9-12-15, 16-13. (9) 10-13-16-19-22*, 17-13-9-5-1*. (10) 22-19-16, 20-16-12. (11) 6-9, 12-9-6. (12) 3-6-9, 16-13. (13) 9-13-17-21-25* 24-20. (14) 25-21-17-13-9, 13-9-5. (15) 6-9-12, 18-14. (16) 11-14-17, 20-17-14. (17) 12-9-6, 9-6-3*. (18) 6-9, 14-10. (19) 8-12, 3-6. (20) 2-5-8, 17-13. (21) 9-13-17, 1-5-9. (22) 17-21, 10-7. (23) 4-7-10, 6-10-14. (24) 7-10-13, 9-13-17-21-25. (25) 12-16, 23-20. (26) 16-20-24*, 13-9. (27) 24-21-18-14-10, 14-10-6. (28) 15-19, 10-7. (29) 19-23*, 7-3*. (30) 8-12, 3-7. (31) 12-16, 7-10. (32) 16-20, 10-13. (33) 20-24*, 13-17. (34) 24-21-18, 17-20. (35) 23-20-17, 21-17-13. (36) 18-21, 9-5. (37) 21-18, 13-10. (38) 18-21, 10-7. (39) 21-17-13, 17-13-9.

Game 2.

(1) 9-13, 17-13-9. (2) 5-9-13, 21-17. (3) 13-17-21, 25-21-17. (4) 10-13, 16-13-10. (5) 7-10-13, 19-16. (6) 13-16-19, 22-19-16. (7) 10-14, 18-14-10. (8) 6-10-14, 15-12. (9) 9-12-15, 16-13. (10) 10-13-16-19-22*, 17-13-9. (11) 22-19-16, 20-16-12. (12) 4-7, 16-13. (13) 8-12-16, 21-18. (14) 12-9-6, 13-9-5. (15) 2-5-8, 18-14-10-6-2*. (16) 11-14-17, 23-20. (17) 17-20-23*, 24-21. (18) 23-20, 21-18. (19) 7-10, 18-14. (20) 10-14-18. — Black cannot move any more and will lose.

Game 3.

(1) 9-13, 17-13-9. (2) 6-9-12, 16-13. (3) 10-13-16, 19-16-13. (4) 9-13-17, 15-12-9. (5) 13-16-19, 21-17-13. (6) 8-12-16, 20-16-12. (7) 7-10, 23-19-15. (8) 5-8, 13-10-7. (9) 4-7-10, 24-21. (10) 2-5, 17-14. (11) 11-14-17, 21-17-13. (12) 7-11, 13-10-7. (13) 5-9-13-17-21, 25-21-

17. (14) 9-13, 17-13-9. (15) 11-14, 7-4*. (16) 14-17, 21-17-13. (17) 17-21, 10-7. (18) 3-7-11, 9-6. (19) 21-24*, 6-2*. (20) 24-21, 13-9. (21) 21-17, 9-5. (22) 1-5-9, 12-9-6. (23) 17-21, 16-12. (24) 8-12-16, 19-16-13. (25) 21-17, 5-1*. (26) 17-21, 6-3*. (27) 21-17, 2-5. (28) 17-21, 9-6. (29) 21-24, 6-2*. (30) 24-21, 2-6. (31) 21-24, 6-9. (32) 24-21, 9-12. (33) 21-24, 13-9. (34) 24-21, 16-13. (35) 21-24, 12-16. (36) 24-21, 9-6. (37) 21-24, 13-9. (38) 24-21, 16-13. (39) 21-24, 13-17, and blocks the two last pieces of white.

Game 4.

(1) 9-12, 15-12-9. (2) 5-9-13, 19-15. (3) 13-16-19, 22-19-16. (4) 10-13, 16-13-10. (5) 7-10-13, 17-14. (6) 11-14-17, 20-17-14. (7) 8-12, 23-20. (8) 1-5, 20-16. (9) 12-16-20, 24-20-16. (10) 5-8, 14-11. (11) 4-7, 17-14. (12) 9-12, 15-12-9. (13) 6-9-12, 14-10-6. (14) 12-15, 20-17. (15) 15-19-23*, 19-15. (16) 13-16-19, 17-13. (17) 9-13-17, 21-17-13. (18) 3-6-9, 11-7-3*. (19) 10-14, 13-9-5. (20) 14-17-20, 3-7. (21) 6-9-12, 15-12-9. (22) 20-24*, 7-10. (23) 16-20, 9-6. (24) 8-12-16, 5-1*. (25) 19-22*, 6-3*. (26) 23-19, 25-21. (27) 20-23*, 18-14. (28) 24-21-18, 10-13. (29) 18-14-10, 13-10-7. (30) 16-20, 7-11. (31) 19-15, 10-7. (32) 23-19, 7-4*. (33) 19-16, 4-7. (34) 16-12, 3-6. (35) 2-6-10, 7-10-13. (36) 6-10-14, 11-14-17-20-23. (37) 12-16, 13-16-19. (38) 22-19-16-20-24, 19-16. (39) 24-21, 1-5. (40) 21-24, 14-18. (41) 24-20, 23-20-17. (42) 15-19, 17-21. (43) 19-16-13, 16-13-10.

Game 5.

(1) 9-12, 15-12-9. (2) 5-9-13, 19-15. (3) 13-16-19, 22-19-16. (4) 10-13, 16-13-10. (5) 7-10-13, 17-14. (6) 11-14-17, 20-17-14. (7) 9-12, 15-12-9. (8) 6-9-12, 14-10-6. (9) 12-15, 17-14. (10) 9-12, 14-11. (11) 3-6-9, 11-7. (12) 10-14, 18-14-10. (13) 6-10-14, 7-3*. (14) 4-7, 3-7-11-14-17. (15) 14-17-20, 24-20-16. (16) 2-6, 20-17-14. (17) 10-14-18-21-24*, 16-13-10-6-2*. (18) 1-5, 14-17-20. (19) 24-20-16-19-22, 23-20-17. (20) 22-19-16-13-10, 25-21. (21) 20-23*, 21-18. (22) 12-16, 17-14. (23) 10-13, 2-6. (24) 15-19, 6-9-12-16-20, 23-20-17-14-11 and white will easily win.

PROPOSITION.

In the following proposition, although White only has two Leaders on the Board, against Blacks seven, still being his move he will win if he plays as follows:—

GAME. A, moves and wins. — A on 2, green, white, black, red, black. — B on 1, red, white, on 7, red, on 12, red red, on 14, red, on 19, black, on 20, black, on 22, red and on 8, white.

SOLUTION. (1) 2-5, 1-5-9. (2) 5-9-13, 12-9-6. (3) 9-5-3-7-11-14-17-20-23-19-15, 6-10. (4) 13-17, 10-14. (5) 17-20, 14-17. (6) 20-24*, 17-13. (7) 2-20, 13-10. (8) 20-17, 10-6. (9) 17-13, 6-3. (10) 13-10.

DR. EMANUEL LASKER.