

# SALTA

Konrad Böttgenbach

A strategy board game for 2 players  
by Konrad Böttgenbach (1899)

## INTRODUCTION

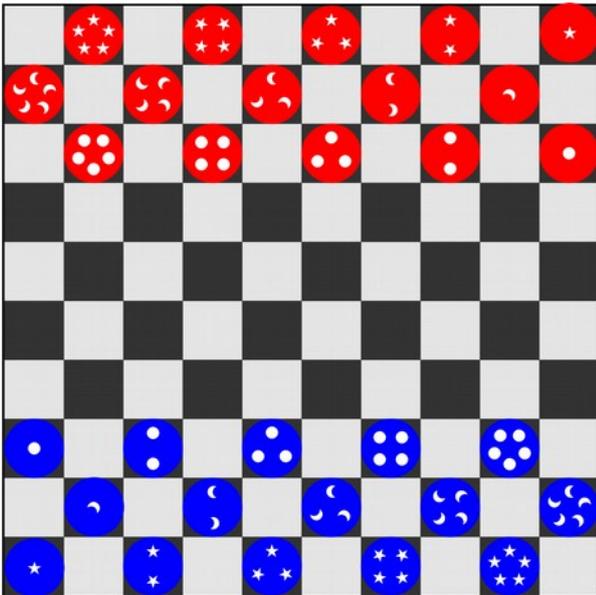
**Salta** is a crossing game where the goal is to be the first player to move all of his pieces as into the starting places of the corresponding opposing pieces. Reading from right to left, the goal position is one through five stars (tenth rank), one through five moons (ninth rank) and one through five suns (eighth rank).

## MATERIAL

- Board (10x10; checkered)
- 15 blue discs (1-5 suns, 1-5 moons, 1-5 stars)
- 15 red discs (1-5 suns, 1-5 moons, 1-5 stars)
- carrying case

## SETUP

One player plays red and the other player plays blue. Setup the board as follows (by placing the discs on their corresponding symbols):



Setup

## RULES

Starting with the blue player, players alternate turns during the game.

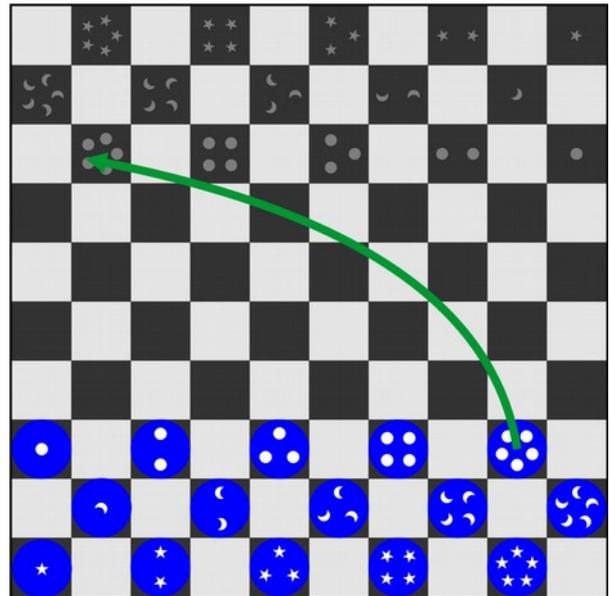
The pieces move one *square diagonally* in any direction to a vacant square, or *must* leap over one opposing piece (only opposing pieces, but without capture – there are no captures in **Salta**) if the square immediately beyond is vacant. Only one jump is made (no chain jumping), although a player is free to choose among several available jumps.

It is forbidden to leave the opponent with no legal moves.

## GAME END

The goal is to be the first player to move all of his pieces as into the starting places of the corresponding opposing piece (indicated on the board). Reading from right to left, the goal position is one through five stars (tenth rank), one through five moons (ninth rank) and one through five suns (eighth rank). The player first achieving this position wins the game. Optionally you can score as many points as the number of moves opponent would need to achieve his goal position.

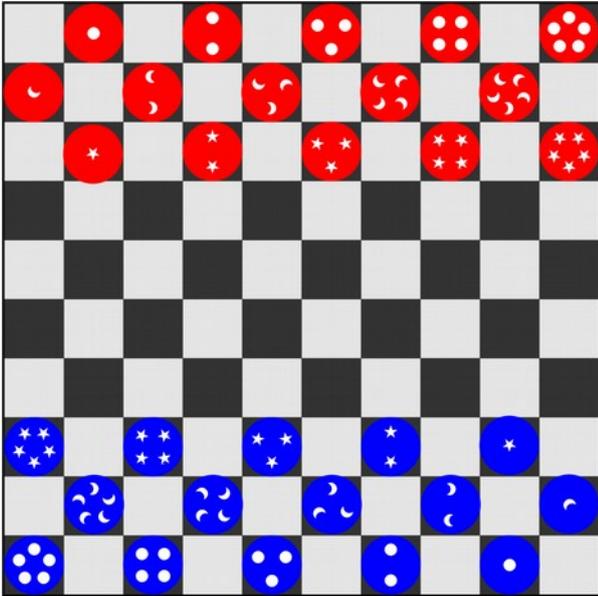
If neither player reaches the goal position by the time 120 moves have been made by each player, the score is calculated as the difference between the number of moves each player would need to reach the goal position, as if the board were clear of opposing pieces.



Example: goal space for the 5 Blue Suns disc

### VARIANT (1901 edition)

If you want to play with the rules of the 1901 edition, setup the board as follows:



Notice that, for each player, the 1<sup>st</sup> and 3<sup>rd</sup> row have been exchanged. Also the order of the discs (left to right) has changed into right to left.

This way, in order to win, players must just shift the opening position seven rows forward, without mirroring.