



Fanorona

madagascar

Fanorona, the national game of Madagascar, dates back to the 17th century. In traditional Malagasy culture, Fanorona held ritualistic and even divinatory significance. Researchers believe it evolved from the ancient game, Alquerque.

An ancient Malagasy legend tells of King Ralambo, who decided to bequeath his kingdom to whichever of his sons returned home first. While one son was away playing a difficult Fanorona game, his brother rushed back and inherited the throne.

As we play this game, we imagine two lemur troops fighting for territory in the lush forests of Madagascar.

In this collection we'll first introduce you to the most widely played version: Fanoron-Tsivy (played on a 9x5 board). But we've also included two simpler variations to help you level-up to the full strategy of the game.

Krisztina & Tamas, Lemery Games

Deep in the lush jungles of Madagascar, mischievous lemurs gather for a challenge unlike any other. With their bright eyes sparkling and clever tails twitching, green and orange lemurs take their places on the sprawling network of branches in the canopy — their positions a testament to the balance of their strategy and instinct.

Which of the two lemur troops will chase away their enemies and control the canopy?

- Narrative based on the imagination of Lemery Games -

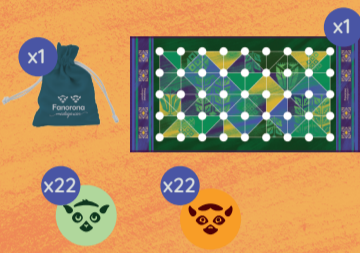
Fanorona (short for Fanoron-Tsivy) is a 2-player war game native to Madagascar. Each player controls a troop of 22 lemurs.

OBJECT OF THE GAME

Drive off all of your opponent's lemurs by moving your own lemurs along the network of branches.

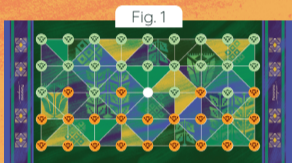
GAME CONTENTS

- 1 travel bag
- 1 game mat
- 22 green Lemur pieces
- 22 orange Lemur pieces
- 1 rulebook



SETUP

1. Lay out the game mat with the correct side up (Fig. 1).
2. Give each player a troop of 22 matching Lemurs.
3. Place all Lemurs on the specified spaces shown in Fig. 1. Note that the central space remains empty.



HOW TO PLAY

The player with the green Lemurs goes first. Then players alternate turns.

Moving

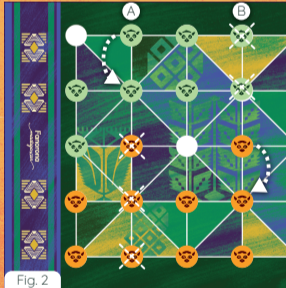
On your turn, you must move 1 of your Lemurs to an adjacent, empty space along a connected line. Lemurs may move horizontally, vertically, or diagonally.

1. Capturing moves:

If possible, you must capture on your turn. Capturing can happen in 1 of 2 ways:

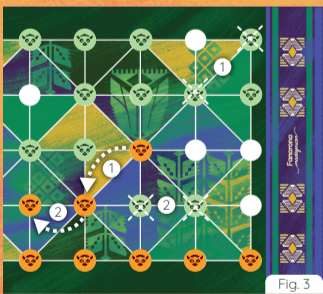
- **Approach:** Move your Lemur onto an empty space with an enemy Lemur on the space directly behind it. Take that enemy piece, along with all enemy pieces directly in line behind it (without gaps or one's own piece) and remove them from the board (Fig. 2A).

- **Lure:** Move your Lemur away from an adjacent enemy Lemur along the connected line. Take the enemy piece, along with all enemy pieces directly in line behind it (without gaps or one's own piece) and remove them from the board (Fig. 2B).



Note: you may not perform both an approach and lure capture at the same time. You must decide to use one or the other.

Chain capture: If, after making a capture, your piece is positioned to make another capture, you MAY continue capturing with the same piece (this is called "chain capture") (Fig. 3). You must change directions between captures, and your piece may not land on the same space twice during the same turn.



2. Non-capturing moves:

Non-capturing moves (moving a Lemur to an adjacent space that doesn't allow for capture) are only allowed if you have no possible capturing moves available. These moves are called "Paika," meaning "in place."

GAME END

The first player to capture all of their opponent's pieces, OR to make it so the other player is unable to move, wins the game. If neither player can see an opportunity to win, the game is a draw.

TIPS AND TRICKS

- Try to control spaces in the center spaces of the board. From here, more diagonal moves are possible.
- Look for opportunities to create chain captures.
- Keep your troop together! Try not to leave your pieces isolated and vulnerable.

Vela game

Traditionally, after a Fanorona game, a series of so called 'Vela' rounds are played until the loser of the previous Fanorona game wins a Vela game. Vela was used as a way to help the losing player catch up to their opponent before playing the next Fanorona game. But playing a round of Vela is also a great way to practice your strategy.

Play as the base game with these modifications:

SETUP

The player who lost the previous Fanorona game plays as the green player, and starts the Vela game.

FIRST PHASE

- In Vela's first phase, the green player must capture exactly 1 piece per turn (that being the enemy piece nearest to their own in the enemy line. The orange player may only move (without capturing). This continues until 17 pieces are captured by the green player.
- Each move of the orange player must leave an opportunity (if possible) for the green player to capture a piece in their next turn.
- Chain captures are not allowed.

SECOND PHASE

- When the orange player has only 5 pieces left, the second phase begins. Vela then follows the regular Fanorona rules.

GAME END - Vela game can end in 1 of 3 ways:

- The green player fails to capture a piece during any of their turns in the first phase.
- A player loses all their pieces.
- Players agree on a draw.

If the green player wins the Vela game, players switch back to playing Fanorona, with its regular rules.

GAME VARIANTS

In below variants, play as the base game, but with the following setup modifications.

SETUP

Lay out the game mat with the 5x5 and 3x3 grids side up.

- **FANORON-TELO** works well as a quicker game or for introducing new players to the basic mechanics of Fanorona. Play it on the smaller 3x3 board. Players control 4 Lemurs of the same color, set up as shown.
- **FANORON-DIMY** is a good middle game, between the simplicity of Fanoron-Telo and the complexity of Fanoron-Tsivy. Play it on the 5x5 board. Players control 12 pieces of the same color, set up as shown.

MINI EXPANSIONS

Heroes of Africa

Coming soon..

Challenges of Africa

Coming soon..

The rules of Fanorona described in the LUDOS collection were inspired by the 1979 Boardgame Book by R. C. Bell.

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