

TRANGALLA

An Unknown Abstract Board Game from Sweden
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Article & photos by Fred Horn

When, more than 30 years ago, I visited "Het Nederlandse Octrooibureau" (the Dutch Patent Office) in search for information on Dutch games that had been 'geoctrooieerd' (in some way like 'patented' in other countries)* I also found a Dutch Octrooi for a Swedish game:



There were some dissimilarities from a normal Dutch Octrooi. Not only was the "Industrial Handling" (How things can be manufactured and/or what kind of equipment must be used)* described, but also the game rules were recorded. This was due to the fact that it had been translated from a Swedish Patent, filed Jan. 17, 1966, Ser. No. 521.003 for a:
FOLDABLE GAME BOARD WITH GAME PIECE SEATING AND STORAGE MEANS.

This information comes from the registered Patent at the United States Patent Office where the game was accepted and patented on Aug. 19, 1969 under No. 3,462,150. I really have no idea if this game was ever published and brought to market, but it had some nice features and it is a good playable game. However, there wasn't a name listed for the game, so I gave it roughly the name of the author's hometown: TRANGALLA.

* In Holland the concept of "Patent" is not known. This is divided in two elements:
1) 'Octrooi' for Industrial Handling, and
2) 'Auteursrecht' for Ideas and Work of Art.

To get an idea of what the game is, shown at right is the accompanying drawing to the Patent, giving a picture of the board and the text of what really was patented:
"FOLDABLE GAME BOARD WITH GAME PIECE SEATING AND STORAGE MEANS"

Which game can be played with the apparatus is in fact secondary to the Patent, but not for us. We are interested in the game and luckily enough of the rules are part of the Patent description:

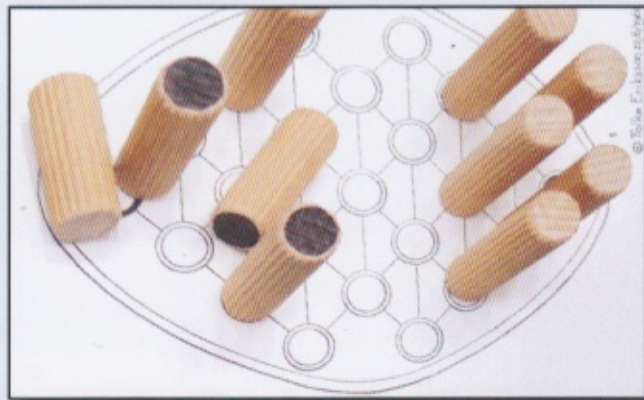
Line 36:
"The present game is played substantially according to the same rules as known games of the same kind. Assuming that the distinctive characteristics are the colours black and white, each of the two opponents, called Black and White, puts five pieces into the initial positions marked S 1...S 5 and V 1...V 5 respectively in the drawings."
So much for the Patent text.

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Goal: To be the first player to reach the opposite (furthest) position on the opponent's half of the board with your King.

Equipment: Game board (shown opposite page); 10 pieces, all in the form of identical cylinders; 8 cylinders with a black bottom and a white upper face (soldiers); 1 cylinder with a black bottom and black upper face (black King); 1 cylinder with a white bottom and white upper face (white King); game rules.

Set-up: White takes the one complete white piece (King) plus four other pieces (soldiers);



Black takes the one complete black piece (King) plus four other pieces (soldiers). White plays with the white sides up, and Black plays with the black sides up.

Without showing the opponent which piece is your King, each player places his 5 pieces on the initial positions described in the Patent text line 36—the 5 positions of the two lines closest to the player, ignoring the goal position. Player has to remember which piece is his King!

White begins and then turns alternate.

Rules: In his turn a player 'moves' one of his pieces. Each "move" may consist of an action:

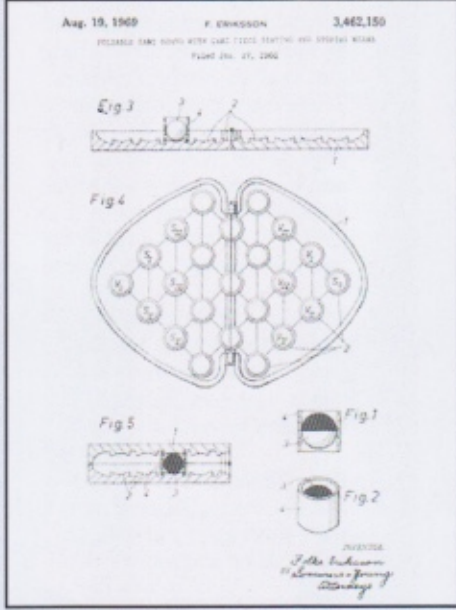
- a) only 1 step forward or transversely (but not backward) along marked lines to an empty adjacent position.
- b) a jump over a (own or opponent's) piece standing on an adjacent position, provided there is an empty position in alignment there behind.

In this way it is possible, in one and the same move, to jump over several pieces in a sequence in all directions (thus also backwards), but it is not permissible to return to the initial position of that move. The opponent's pieces which are jumped over must then be turned upside down, thus increasing the number of the jumper's own pieces. If the jumper jumps over the single-coloured King of the opponent this piece is won and must be removed from the board.

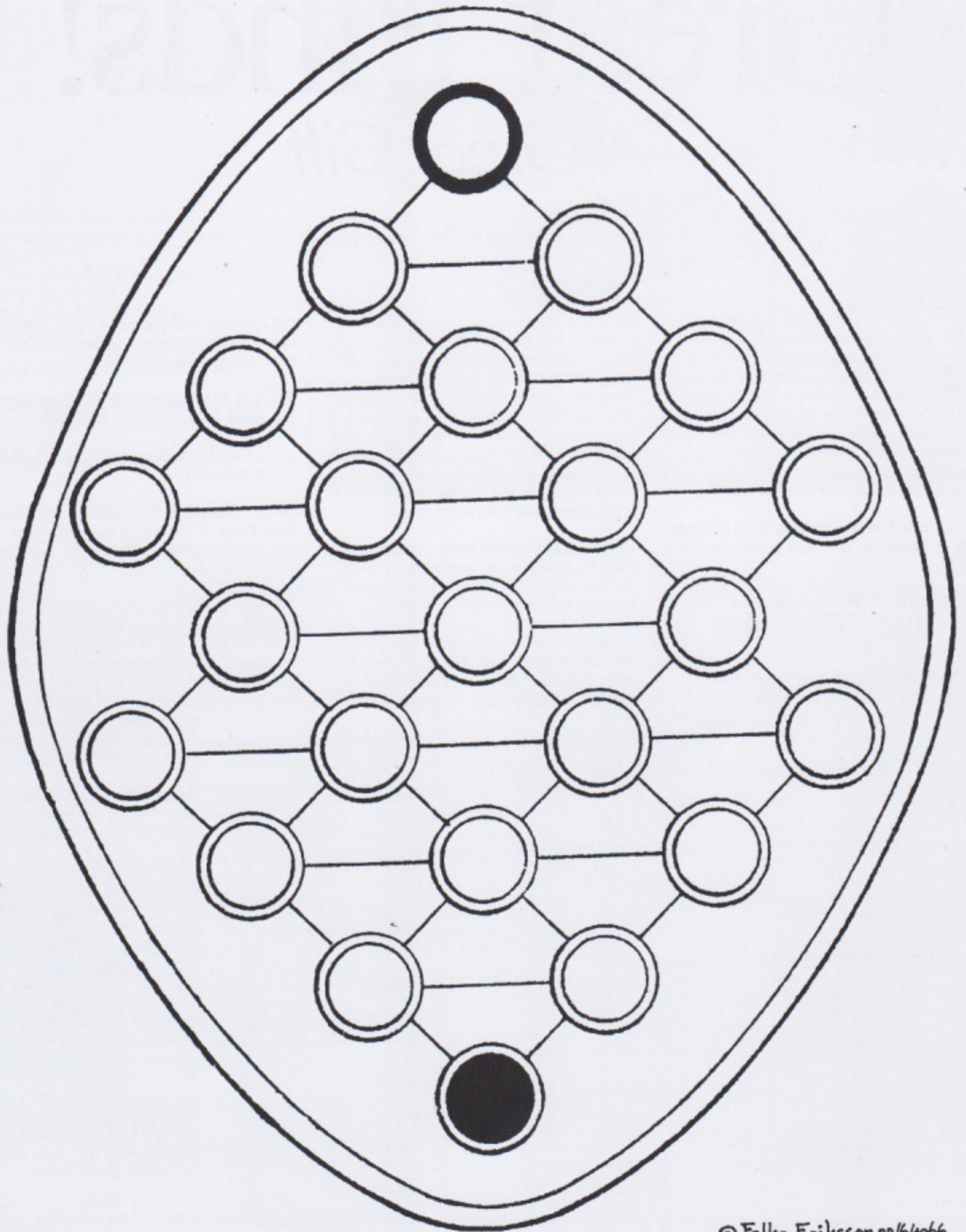
N.B. 1: The opponent may not for the purpose of delay repeat a move more than twice.

N.B. 2: If a soldier reaches the target (goal position) it is lost and must be removed from the board.

If both players conquer the opponent's King piece, the game ends in a draw. The first player to reach the target (goal position) wins the game. **AGPC**



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