

SUFFRAGETTO

by Fred Horn

This game is part of the former collection of Richard Ballam, a well-known game collector in the United Kingdom, who has donated his rich collection of games and pastimes to the Bodleian Library in Oxford. In early 2016, part of the collection was shown in the exhibition *Playing With History* at the Bodleian. The game of SUFFRAGETTO was also shown—it is the only known surviving copy.

The link <http://pwp.gatech.edu/suffragetto/> has printable files for the board and the rules.

Suffragetto is an original and interesting game of skill for two players. It is a contest of occupation between two opposing factions—the Suffragettes and the Police. The goal of the Suffragettes is to break past Police lines and enter the House of Commons. At the same time, the Suffragettes must also prevent the Police from entering Albert Hall. It is the Police's duty to break up a meeting of the Suffragettes, currently being held in Albert Hall, all the while, preventing the Suffragettes from entering the House of Commons. The game is won by whoever first succeeds in introducing six members into the building guarded by its opponents.

Source: <http://pwp.gatech.edu/suffragetto/>

Direction and Mode of Play

Set Up

The game is for two players, each of who has 21 pieces—5 large pieces and 16 small pieces, representing the Suffragettes and the Police. A coin toss determines the first player.

The Suffragettes are colored green, and the large pieces are distinguished as Leaders of the Suffragette Party. The Police Force is colored dark blue, and the large pieces are distinguished as Inspectors of Police.

The Suffragettes are placed on the squares marked 'S' near 'Albert Hall.' The leaders of the party are positioned as follows: One leader is placed in the middle of the front row, and the other four Leaders are placed at the ends of the front and second rows.

The Police Force is placed upon the squares marked 'P' near the House of Commons. One Inspector is placed in the middle of the front row, and the remaining four Inspectors at the ends of the front and second rows.

Moving & Hopping

Each player alternatively moves or hops one of his or her own pieces. Moving can result in moving to one space into a single adjacent square, hopping over your own pieces to move farther along the board, or hopping over an opponent's piece to "arrest" or "disable" your opponent's piece.

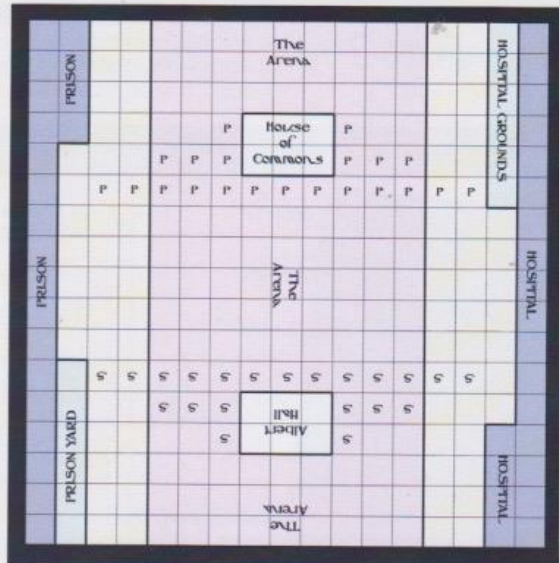
Moving

A piece may move horizontally or diagonally one square a turn into any of the 8 adjoining squares, but that square must be unoccupied. Pieces may freely move over any part of the board except:

- No piece can be moved (except when arrested or disabled) onto the spaces marked Prison, Prison Yard, Hospital, or Hospital Grounds.
- A Suffragette cannot move onto the spaces marked Albert Hall.
- A Policeman cannot move onto the spaces marked House of Commons.

Hopping

On a player's turn, they may hop a piece rather than move it a single square. Hopping means jumping over one of your own pieces into the unoccupied square on the other side of the hopped over piece (as in Checkers). A player may string together hops into multiple jumps, provided that each jump lands in a permitted zone (as listed above) and there is a space in between each piece hopped over. If the square behind a piece is occupied, the hop cannot be completed. Any piece having gained entrance into their opponent's House of Commons or Albert Hall may move about freely on the squares representing the building, but must not move or hop away from those squares. Moving within either the House of Commons or Albert Hall spends a player's turn.



Created by the Women's Social and Political Union, c1917, 2nd edition — Sergeant Bros.

Arresting & Disabling

Properly hopping over your opponent's pieces results in arresting or disabling your opponent's piece(s). Police may arrest Suffragettes and Suffragettes may disable Police through jiu jitsu.

Disable is a term used in jiu jitsu when an opponent is neutralized. Any piece standing on one of the squares in The Arena (squares marked pink) is liable to be arrested or disabled by their opponent. Any of your pieces may arrest or disable your opponent's pieces.

A Suffragette disables the Police by hopping over him in a diagonal direction. A Leader of the Suffragette Party can disable any member of the Police Force by hopping over him in any direction.

A Policeman arrests a Suffragette by hopping over her in a diagonal direction. An Inspector of Police arrests any Suffragette member by hopping over her in any direction.

A piece can only arrest or disable its opponents when it is hopping, not when simply moving. Thus, one of the smaller pieces may hop over a Leader or Inspector simply to move about the board. A single piece may arrest or disable multiple pieces during one series of jumps. Suffragettes who are arrested are moved to the Prison. Police who are disabled are moved to the Hospital. No piece can be arrested or disabled on yellow squares outside the Arena, but may move or hop freely on these squares.

Exchanges

If at any point, the Prison and the Hospital each contain 12 or more inmates, either player may insist on an exchange of 6 or less pieces.

The pieces exchanged must be of equal value, e.g., A Leader is exchanged for an Inspector, and the rank and file of the Suffragette party for the rank and file of the Police.

The exchanged pieces may start moving from the squares marked 'Prison Yard' and 'Hospital Grounds' respectively. No exchange can be made while any piece remains on the Prison Yard or the Hospital Grounds. If one player does not agree to an exchange, the exchange does not occur.

Winning

The first player with six pieces in their opponent's home base wins.

The rules have been updated and edited for clarity by Renee Shelby. See <http://pwp.gatech.edu/suffragetto> for more information.

AKBP