permainan

studios
about this game

This is the "bronze" version of Permainan, or Surakarta, in English. It is a traditional Indonesian game and the rules, as well as this design by Ocastudios, is in Public Domain. This game is distributed as a PDF so anyone can download, print and play it. For more information, visit www.ocastudios.com/rights

Printing instructions:
- don't print pages 1 and 2,
- print on both sides of the paper (even pages are the backs of odd pages).

Ludus classicus

permainan

history

Too little is known about the history of this game. We know it is a traditional game played in the island of Java, in Indonesia, and that it is almost unknown outside of it.

It is not easy to find Permainan's place among other board games, because its common features, like a board made up from crossing lines and the simple orthogonal or diagonal movement are too common and were reinvented several times across the globe.

On the other hand, the way the pieces are captured and the loops that extend from the board are almost unique, making comparisons difficult. We do know, however, that a few variations of Permainan do exist in rural places in China and Korea.

The game was named "Surakarta" by foreigners, after an ancient city of Java, e "Roundabouts", so it sounded less exotic to English speaking people. It's native name, Permainan, simply means "the game".

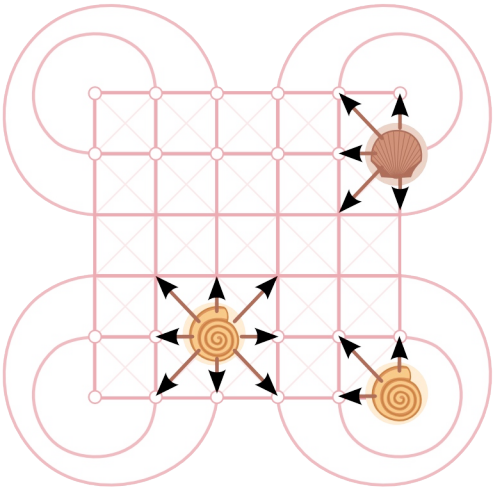
rules

Each player must place his pins on one side of the board, on top of the circles. Pieces are placed on the vertices of the crossing lines, not on the squares.

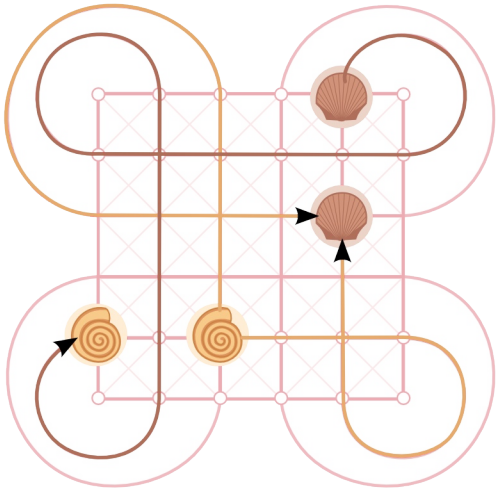
Players must decide who will move first, and then they alternate turns. In its basic movement, each pin must move one point either orthogonally or diagonally, but may not go through the loops, may not occupy a position already occupied by another piece and may not capture.

In order to capture, you may move a pin any number of points in a direction, either up, down, left or right, but no diagonals. When performing this move, you not only may but you must go though at least one loop, and finally land on a point occupied by an opponent's pin, capturing it and taking it out of the game. Capture is an optional move.

The winner is the player who can capture all of the opponent's pins. If it comes to a situation where no player can capture any more pins, the game ends and the winner is the one with more pins on the board. Usually, Permainan players will agree on how many games they will play beforehand, and the winner is actually the one who have won most games.



exemples of regular moves



examples of capture moves

permainan

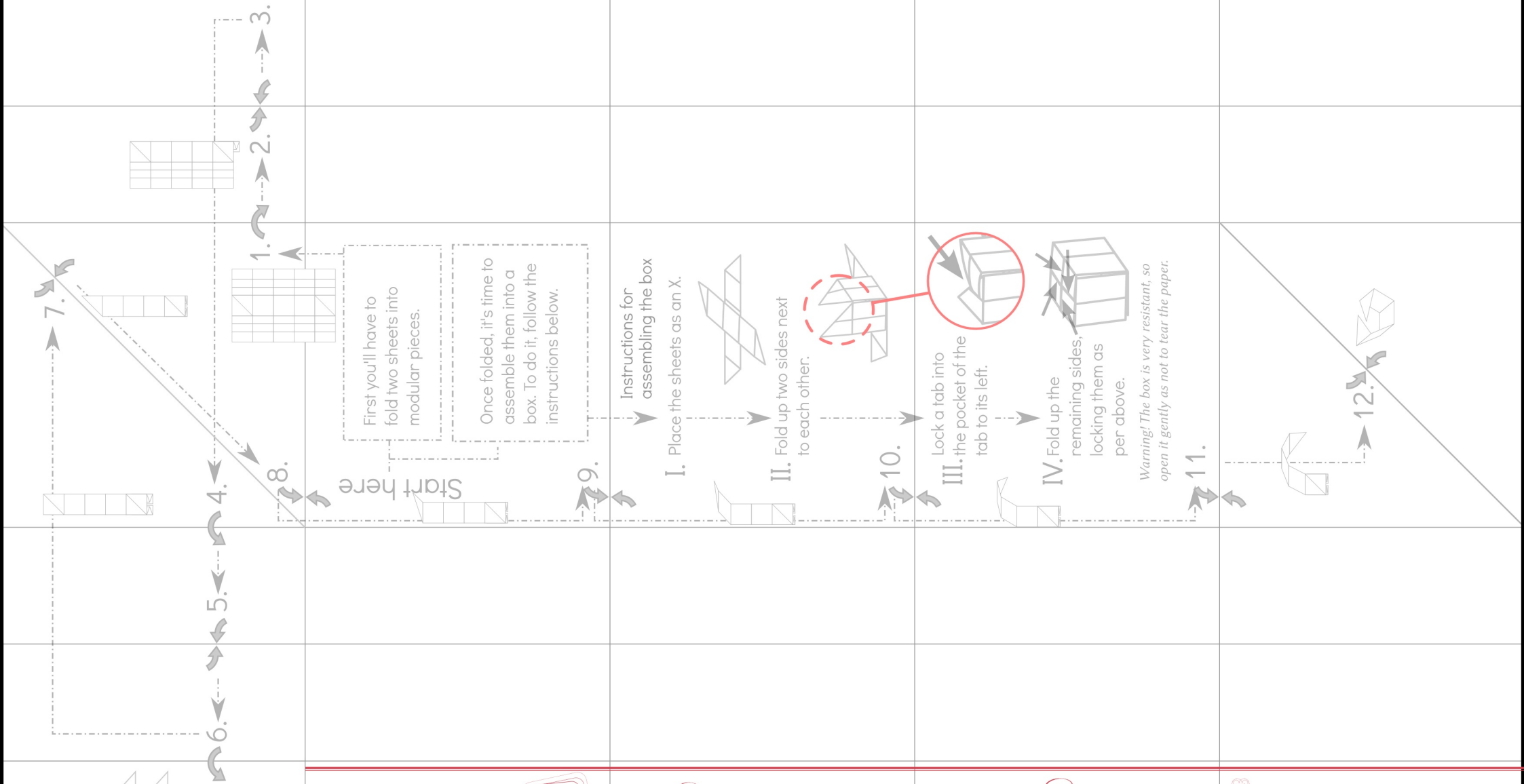
number of players 2 ages 5+

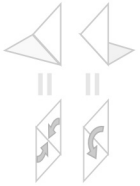
duration of a match* 15' duration of assembly 30'

*IT TAKES 10' TO LEARN THE GAME. DURATIONS MAY VARY

Ludus classicus

This game is part of a series of classics in public domain. It is designed by ocastudios, but the rules are kept as unaltered as possible.





visit us ocastudios.com

permainan

got sugestions or criticism? write to oca@ocastudios.com

permainan

permainan

permainan
permainan

permainan

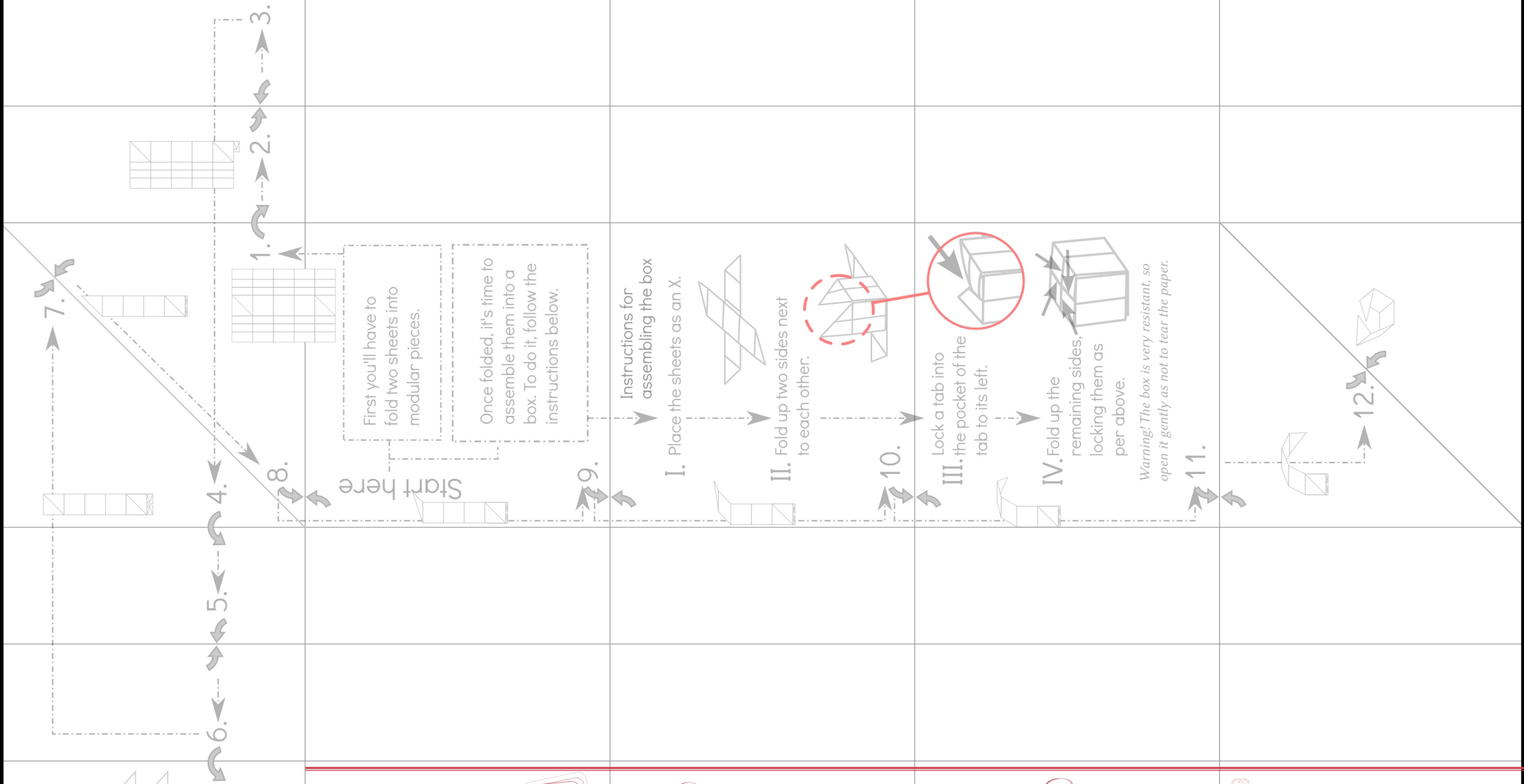
number of players 2 ages 5+

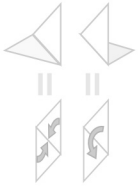
duration of a match* 15' duration of assembly 30'

*IT TAKES 10' TO LEARN THE GAME. DURATIONS MAY VARY

Ludus classicus

This game is part of a series of classics in public domain. It is designed by ocastudios, but the rules are kept as unaltered as possible.





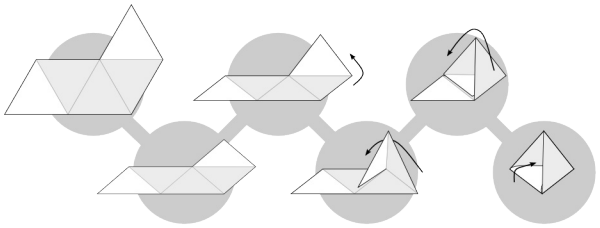
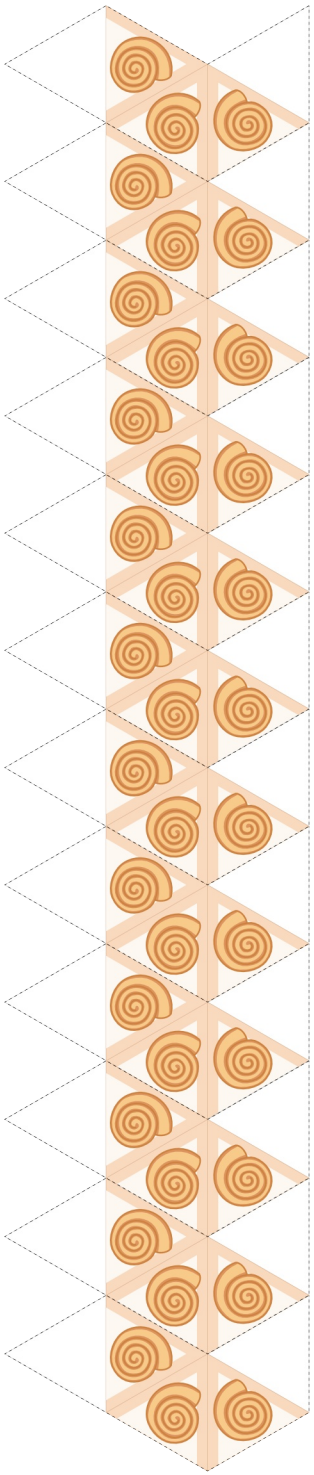
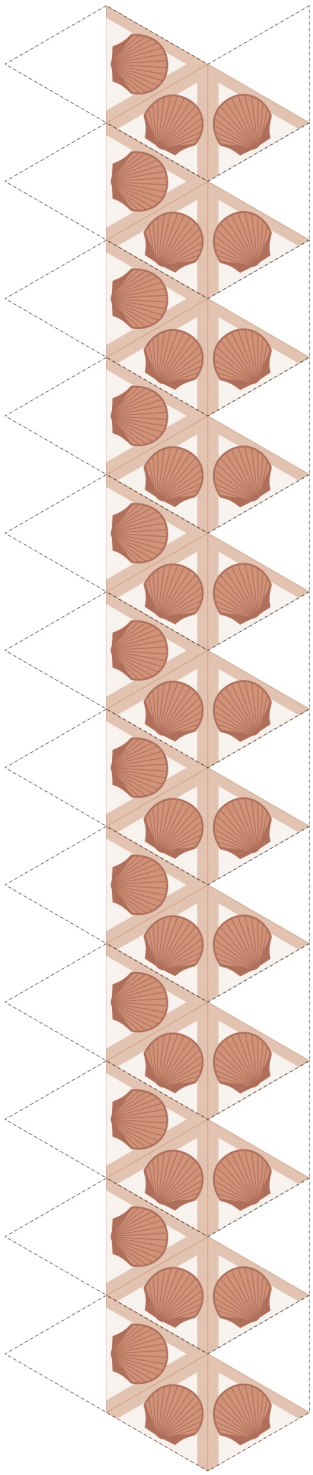
visit us ocastudios.com

permainan

got sugestions or criticism? write to oca@ocastudios.com

permainan

permainan

Ludus classicus

permainan