

HNEPETAPL - A VIKING BOARD GAME.

Idea.

The black have to get their king from the centre of the board into one of the hashed areas in the corner of the board. The white have to try and stop this happening.

To Start play.

The white pieces take positions on the white squares around the edges of the board. The king sits on the centre black square on the board surrounded by the black pieces, two deep, with the rest filling to make a diamond.

Rules.

Each player moves one piece one square at a time, taking turns. The pieces cannot move diagonally.

If a piece has two pieces of the other colour on two sides then it is taken off the board.

The white pieces cannot use the three hashed areas in each corner.

