

ÚLVTAFL

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Narrative:

“Úlvtafl” means “Wolf table”, it is associated with the group of games known as “Fox games”. The hungry Wolves see an unattended flock of Sheep and devise a plan to dispatch the entire flock one at a time. The Sheep are individually defenseless against their deadly adversaries, but if they band together they might be able to corner the Wolves or escape.

Setup:

The game of Úlvtafl is played upon a cross shaped game board consisting of intersecting lines that create a total of 33 points where game pieces can reside. Pieces are allowed to move from one point to another only along lines which join the points.

This is a game of unequal sides; there are 2 Wolves (black) and 20 Sheep (white). The sheep start on one end of the cross filling in the first 4 rows with Sheep. The 2 Wolves begin on the opposite end.

Rule & Gameplay:

The Wolves make the first move. Players take turns moving 1 piece at a time to an adjacent point along a connecting line.

However, the Sheep are restricted to being able to only move sideways or advance to the next row closer to the paddock (forward or diagonally-forward), but never backward.

Only 1 Wolf may be moved per turn. If at least 1 Sheep is adjacent to a Wolf with an empty point directly behind, the Wolf must capture an eligible Sheep by jumping over it into the empty square and removing the slain Sheep from the board. Multiple captures may be made in a row if the Wolf lands on a point with another legal capture move available to it. Captured Sheep are removed from the game.

Sheep are unable to capture Wolves.

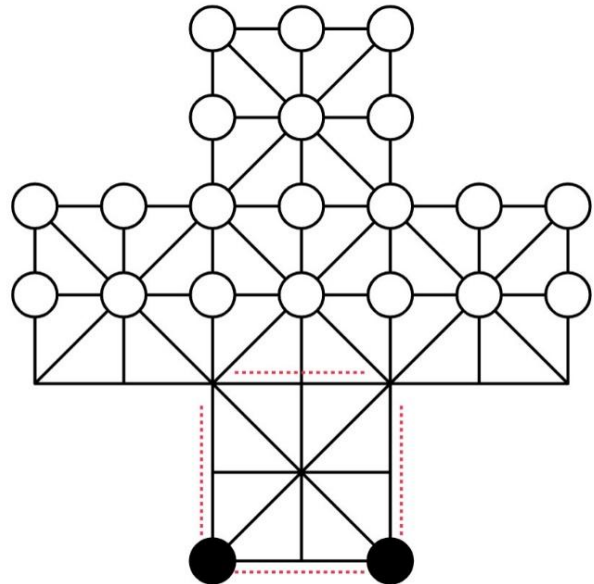
Winning:

The Sheep win if all 9 points within the paddock are filled with Sheep (or Wolves). This means that the Wolves can't just sit in the paddock and block the Sheep from winning.

The Wolves win if Sheep are captured or if the Sheep can no longer complete their objective.

If the Wolf player's pieces are pinned and they have no legal move available, then they immediately lose the game.

**Game board setup with
20 Sheep (White) & 2 Wolves (Black)**
Red dotted lines represents the Sheep's paddock



Optional Rules:

13, 15, or 17 Sheep may be used, but against only 1 Wolf.

Movement variations can also be used in conjunction with differing numbers of Sheep to achieve balanced game play, such as: The Wolf can't move diagonally except when capturing (for games with 13 Sheep). Or the Sheep can never move diagonally (for games with 17 Sheep). The Wolf may begin on any point.

**Game board setup with
15 Sheep (white) and 1 Wolf (black)**

