

Green skull

A boardgame for 2 players by Danny Goodisman

INTRODUCTION

Try to get your pieces across the field, bounding over as many enemies as you can to get there, and manipulating the mindless zombies to hinder your opponent.

The two human players are purple and white. The third force (zombies!) heeds the call of whoever holds the Green Skull.

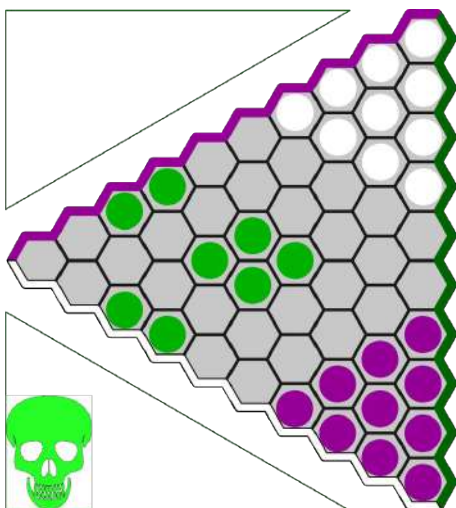
Each player must judge whether a jump warrants the loss of the Green Skull. So while your opponent has the Green Skull, you can taunt them and dare them to jump, giving you the Green Skull.

COMPONENTS

- 1 triangular board with 10 hexes per side and coloured borders.
- 10 purple Goblin player pieces
- 10 white Orc player pieces
- 8 green Zombie pieces
- 1 Green Skull

SETUP

Set all 28 pieces on their starting spaces, which are marked on the board (and otherwise are not special).



Choose which player will play the purple Goblins and initially take the Green Skull (place it on your big empty area); the other is the white Orcs, and plays first.

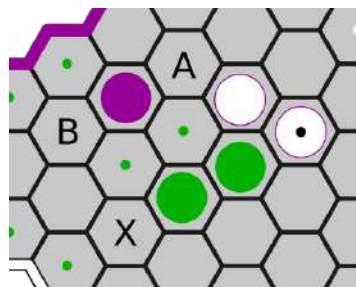
PLAY

On your turn, one of **your** pieces does **one** of the following:

- Move to any adjacent empty space.
- Make any series of straight jumps over individual pieces, each to an empty space, removing the jumped piece from the board, no matter whose it is. Keep the captured pieces in a joint pool. If you have the Green Skull, immediately hand it to your opponent.

If you [still] have the Green Skull, now choose whether to have a zombie do one of the above (including handing over the Green Skull if the zombie jumps).

Place the green skull on your big triangular area when you receive it.



***Example:** The rightmost white piece (marked with a dot) can jump to A, which captures the piece it jumps (regardless of color). It can continue to B if desired, capturing that piece also. Jumping to X is illegal.*

GAME END

When all remaining pieces of any one colour (even zombies) are touching the edge of that colour, or all pieces of one colour are gone, the game ends immediately. You each get 2 points for each of your pieces touching the edge of your colour, and 1 point for each piece captured (by anybody) that is not yours. The zombies score the same way.

Whichever species has the most points wins, even if it's the zombies!