

Vulpes

Vulpes is the classical logical game created by Marek Łukaszewicz in 2013. This strategic game for two players is played on the board 8x9 squares.

The game is played by two players.

At the start of the game each player has nine pawns (hunters) and one king (fox). The white chessmen go first. The first move is made by the white king, then a white pawn (two moves), then the black chessmen can make two similar moves.

The aim of the game is to eliminate the opponent's king (fox) from the chessboard, or to block it so that it cannot move.

General rules of the game

It is not possible to jump over the opponent's chessmen.

King (fox) moves vertically, horizontally and diagonally at least two squares at a time. The opponent's king is captured when two kings are on the same line without a single pawn between them. When two kings are on adjoining squares capture is not possible (the king moves at least two squares at a time) and the king is blocked as if by a pawn.

Pawns (hunters)

The pawns (hunters) can move one square at a time in all directions. It is not possible to eliminate the pawns, so the initial number of 9 pawns for each player remains the same for the duration of the game. Pawns may only move onto an empty square.

The winner is the player who eliminates the opponent's king or who blocks it so that it cannot move.

[BGG description, Marek Łukaszewicz 2013]