

Hekka

2025, Marino Carpignano

Hekka is a variant of the game *Barrier* by Karl Scherer (2002). Players take turns moving their knight across the board, leaving obstacles on all the squares they pass through. The first player unable to move loses the game.

The game consists of a board of variable size, generally between 5x5 and 9x9, although the 8x8 format is the most used. It also includes two pieces (one white and one black) and several neutral pieces used as obstacles.

	a	b	c	d	e	f	g	h	
8									8
7									7
6									6
5									5
4									4
3									3
2									2
1									1
	a	b	c	d	e	f	g	h	

The game is played by two players who take turns. Each player has a single move per turn. The initial setup is shown in Figure 1 (empty board). White moves first, or alternatively, either player may start.

On the first move, each player places their single piece on an empty square. From the second turn onward, each player has two movements per turn, both in an orthogonal direction: one move of one square and another move of two squares. These two moves, combined, form an "L"-shaped movement, like the knight's move in Chess. Every square traversed by the piece, including the starting square, is occupied by a neutral piece ("obstacle"). The piece may jump over both the opponent's piece and obstacles but must always land on an empty square. There is no capturing in this game.

The first player must initially place their piece in a square within the area a4-d2 or e7-g5. The second player must place their piece in any square within the remaining empty area.

- a) From the second turn onward, the move consists of the following phases:
 - a) Move in an "L" shape, landing on an empty square (even jumping over obstacles or the opponent's piece);

- b) Place an obstacle (green piece) on each empty square traversed (including the starting square); obviously, obstacles must not be placed on already occupied squares;
- c) Remove one obstacle from a square orthogonally or diagonally adjacent to the opponent's piece, excluding those just placed during the same turn. If no such obstacle exists, the player must remove any other obstacle present on the board. In the first few moves, there may be no previously placed obstacles; in this case, the obstacle to be removed may be one of those just placed.

The first player unable to move loses the game.

[BGG description]

