

VLKNO

Designed by Ryan Moylan

Overview

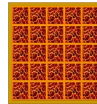
VLKNO is an abstract strategy game for 2 players. Each turn, players will move their pawns along stacks of stones to avoid being trapped by the lava below. You win if your opponent cannot complete each step of their turn.

Components

· 2 Pawns in each player color (*two white, two black*)



· 1 Game board showing a 5 x 5 grid of lava spaces



**Note: The grid is optional, and VLKNO can be played without one if you'd prefer*

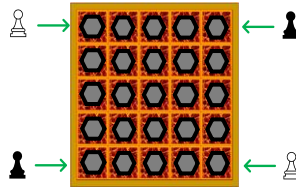
· 25 Stackable stone tokens (*can use coins, checkers, or any other stackable game pieces*)



Setup

· Place the game board between both players; place one stone on each space on the game board.



· Place one pawn on top of a stone in each corner space on the board, so that pawns of the same color are diagonally across from each other.



How To Play

· Select player colors; black takes the first turn.

· Each turn, do all of the following steps:

1) Move either of your pawns one space in any direction (*orthogonally*  or *diagonally* ).

- Pawns must move to an unoccupied stone or stack of stones that is either the same height as their current stack, or 1 stone shorter, or 1 stone taller.

2) Take one stone from the shortest unoccupied stack of 1 or more stones on the board, **EXCLUDING** the one you just exited with your pawn (*if multiple are tied for shortest stack, take one from any of those stacks*).

3) Place the stone on any unoccupied stone or stack of stones on the board, **EXCEPT** on the space you just exited with your pawn.

· Continue alternating turns until one player loses by being unable to complete each step of their turn.