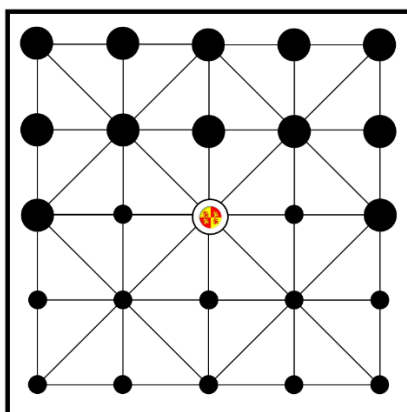




Hunting Glyndŵr

(Corner the Rabbit)

The game is played on a square board: Glyndŵr (white piece) is placed in the middle and the twelve hunters (black pieces) are placed on the board as in the picture below. The hunters try to block Glyndŵr so that he cannot move, and he tries to capture the hunters by jumping over them.



Rules

1. Moving Pieces

The hunters move first, and then players alternate their turns.

Both players move their pieces in the same way: only one piece can be moved in a turn along a line to an empty point next to it.

2. Capturing Pieces

Glyndŵr can capture a hunter and remove it from the game by jumping over it, as long as Glyndŵr is next to the hunter and the point beyond it is empty. Glyndŵr can continue to jump over more hunters if he can, but can stop jumping at any time during the turn. Captured pieces are then removed from the board.

The hunters cannot capture Glyndŵr by jumping over him but they can try to block him instead.

3. Winning

The hunters win by blocking Glyndŵr so that he cannot move or capture.

Glyndŵr wins if he captures enough of the hunters so that they cannot block him, usually when there are only 9 hunters left.

