

Three Corners

A strategic board game for two players Christoph Endres

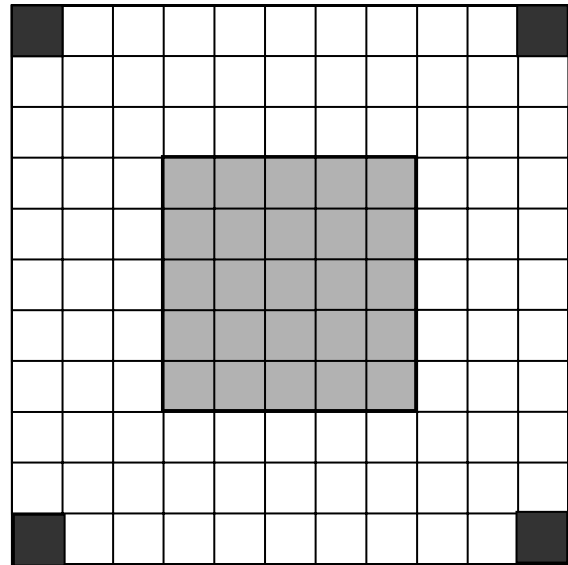
Material: 2 x 7 figures in the respective colors of the players, 25 chips and a gameboard as shown in this figure.

Recommended age: 8 years or older.

Duration: approx. 20 Minuten

Objective: Each player attempts to place three of his figures in marked fields on the corners of the board.

Initial Setup: On each of the 25 marked fields in the middle a chip is placed. Both players have their seven figures on the table (outside the board).



The gameboard.

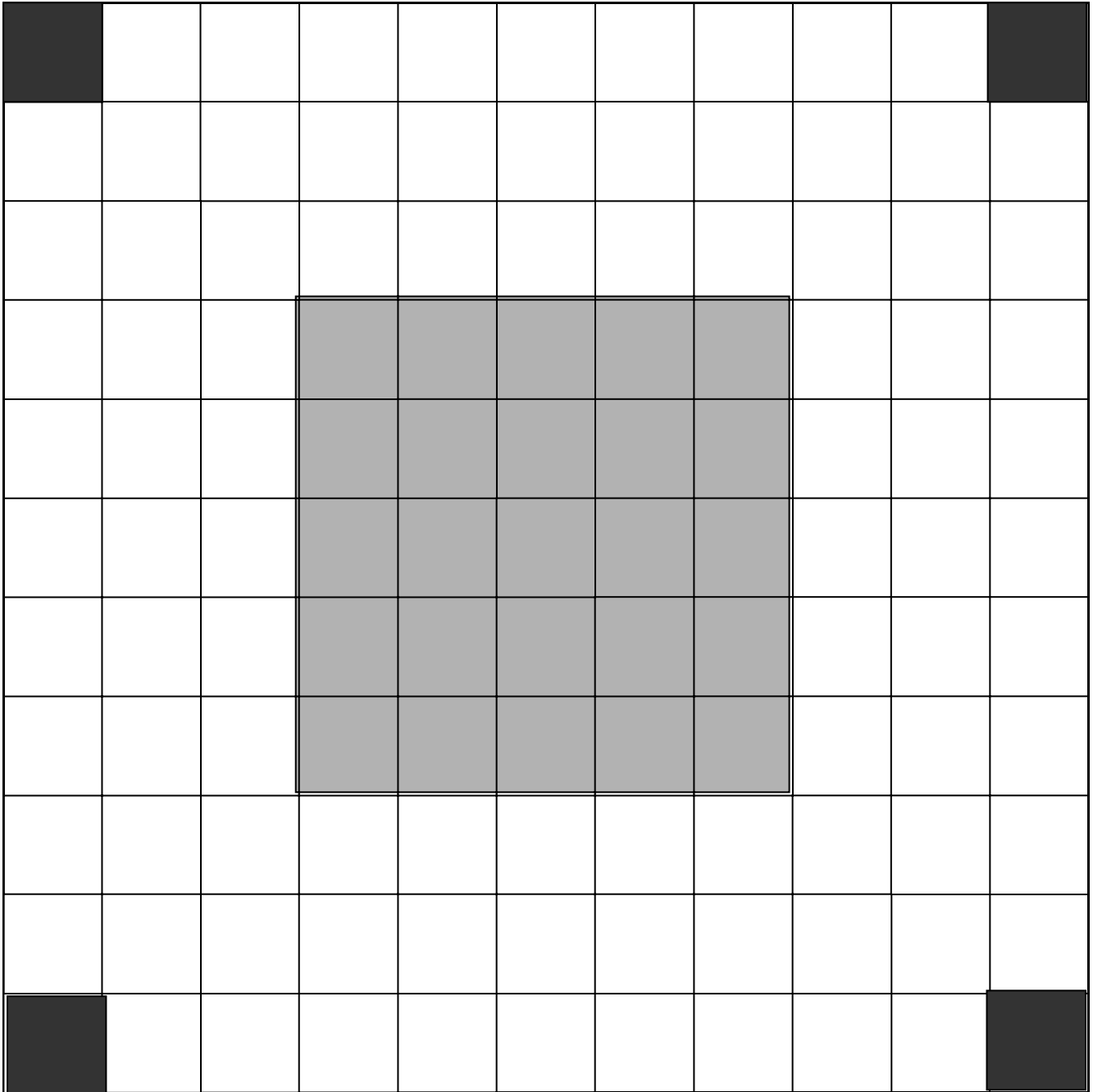
Playing: The first player is chosen randomly. After that, the following rules apply:

1. Both players take turns.
2. The player about to move takes some or all of the chips from one field and moves them either horizontally or vertically as many fields further as corresponds to the number of chips. On the target field he places the chips and marks the field with one of his figures. It is irrelevant whether there are chips on the target field already, but the target field may not be marked by an own or opponents figure.
3. If the initial field of the move is marked by an own figure, all chips as well as the figure itself have to be moved.
4. If the initial field of a move is marked with an opponent figure, the rules under 2 apply. The target field is marked with an own figure. If all chips are moved, the opponent figure is taken from the board. (Exception: The opponent is already in a corner).
5. If a player has no figures left outside the board, he may only move starting from fields marked with his own figures.
6. There are no other legal moves.

The game ends as soon as one of the players has placed three of his figures in the corners of the board. This player wins.

3 Ecken

Ein Strategiespiel für 2 Spieler von Christoph Endres



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