

HIRP

THE GAME

HIRP: (or old Icelandic "Hirð"), means "bodyguard". The word is probably related to the old English word *hired*, meaning "household, family, retinue, court". The word is used for a group of free warriors that voluntarily swore to protect the king (Lofðungur). Apart from being the name of the royal court or guard the name HIRP may also have relations to the old Norse word *Hirða*, meaning to take care of something, as a controversy over a piece of land.

Contents

HIRP is played by two players and consists of two sets of playing pieces, one Silfr (silver) and one Gull (gold):

- ❖ 30 Hirp (Royal Viking guards, 15 per player) – Small round pieces
- ❖ 6 Karve (Viking ships, 3 per player) – Boat shaped pieces
- ❖ 2 Lofðungur (Viking king, 1 per player) – Big round piece
- ❖ 1 Penningr (Coin) – For doubling
- ❖ Board, bag and rules

Actions

The players take turns to perform the following actions:

- ❖ Move five steps using any combination of game pieces.
- ❖ Resolve battles (if any).

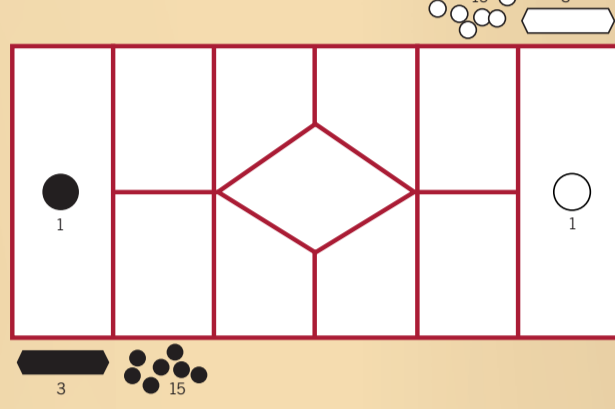
Winning HIRP

HIRP is normally played in sequences of several games. The first player to reach 5 points wins. The winner of one game is the first one to:

- ❖ Gain control over all five middle spaces (1 point).
- ❖ Force the opponent's Lofðungur to retreat off the board (2 points).
- ❖ Attack and beat the Lofðungur when it has no squares to retreat to (5 points).

Playing time: 30–60 min for a 5 point game. 10–20 min for a single game.

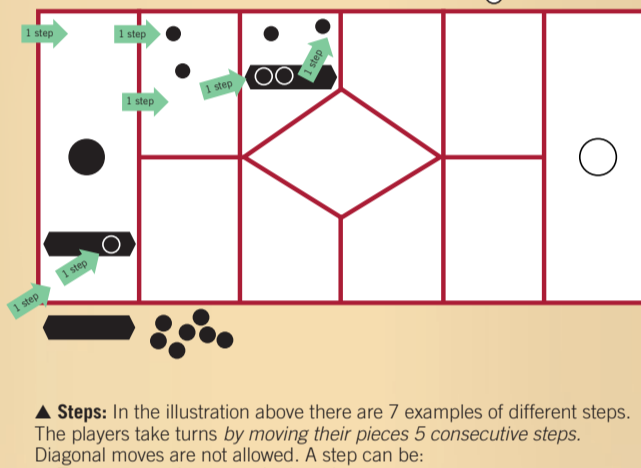
RULES



▲ **Setup:** Both players start with their Lofðungur in their home space. New pieces are always put into play through the home space.

⇒ Gull (gold) starts. The players take turns playing with Gull if several games are played.

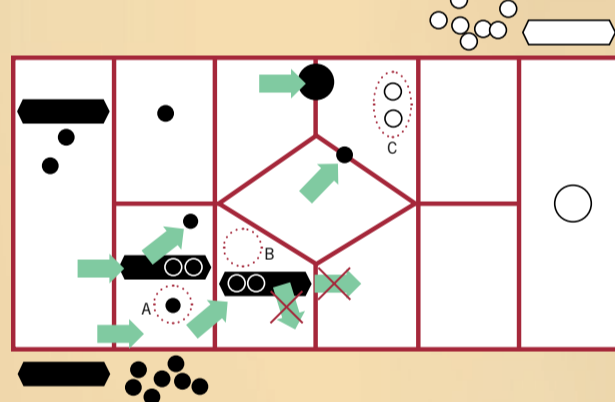
⇒ It may be a good idea to have the board out and test the moves while reading these rules.



▲ **Steps:** In the illustration above there are 7 examples of different steps. The players take turns by moving their pieces 5 consecutive steps.

Diagonal moves are not allowed. A step can be:

- ⇒ To move any piece onto the board.
- ⇒ To move any piece into another space.
- ⇒ To move a Hirp into or out of a Karve (only a Karve on the board can be entered).
- ⇒ To move a Karve, regardless of if it contains Hirps or not.

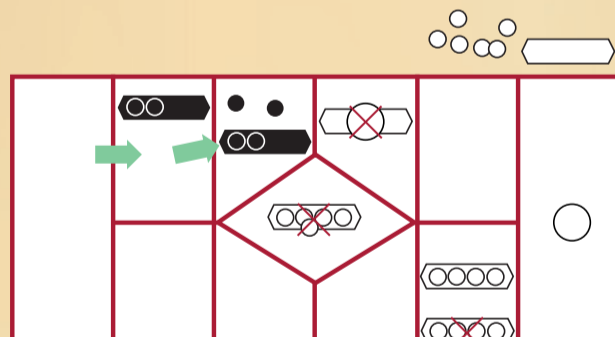


▲ **Spaces:** A space containing a player's piece(s) is controlled by that player.

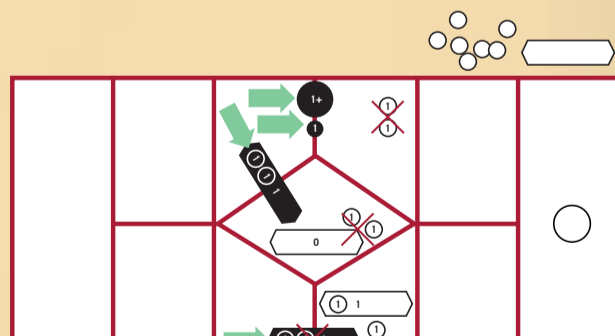
⇒ When a piece enters a space controlled by the player making the move, it can continue moving (A).

⇒ When a piece enters an empty space, it has to stop and can move no further that turn (B), (including Hirps in a Karve entering an empty space).

⇒ When a piece enters a space controlled by the opponent, it stops on the line between the spaces indicating that it attacks the opponent. It stays there until the space is resolved. The space still controls the space it is moving from as long as it is on the line. A space can be attacked from several directions during the same turn (C).



▲ **Karve:** Kings never enter a Karve. A Karve can carry 0–4 Hirps. If a Karve lose a battle, it is removed from play but can be put into play again. Note that a Karve always enters the board unmanned. Each space, except the home space, may contain maximum 1 Karve when a player's turn is over, which is after battle resolve and any potential movements of winners are done.



▲ **Resolving battles:** Battles are resolved after all 5 movement steps have been taken.

⇒ All pieces counts as 1 power except unmanned Karve which counts as 0.

⇒ A manned Karve counts as 1, and since each Hirp counts as 1 a Karve with 2 Hirps in it counts as 3.

⇒ The Lofðungur is worth 1 and is a tiebreaker.

⇒ If no Lofðungur or both Lofðungur are involved in a combat the defender wins a tie.

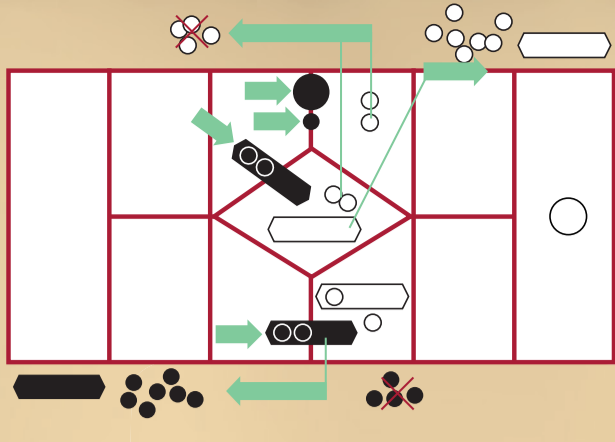
BACKGROUND: HIRP was played by Vikings, primarily in Sweden and eastern Norway and, in some occurrences, in Iceland. Its origin is unclear but it is probably related to other, somewhat similar, games played in the Nordics during 500–800 A.D. or earlier. The game mechanics of HIRP have some resemblance with another Viking game, Hnefatafl and with the Sámi game Sáhkku. Hnefatafl is, like HIRP, a game about a number of warriors protecting a King. In Sáhkku the King is an important and yet indestructible piece. These are traits that exist in similar ways in HIRP.

But HIRP is different enough to contain influences also from other games. According to one theory, deriving from the fact that HIRP is mainly a game found among Swedish Vikings, HIRP is influenced by Asian games that Swedish Vikings encountered during their eastward journeys. There is some evidence that Go, (normally attributed to emperor Yao, around 2030 B.C.), or variants of Go, found its way to Constantinople during 700–900 A.D. This may have contributed to the round game pieces and the mechanics of the mechanics of the pieces surrounding each other in HIRP.

There are also unique mechanics in HIRP, not found in other games of its time, such as the ability to upgrade pieces by combining them.

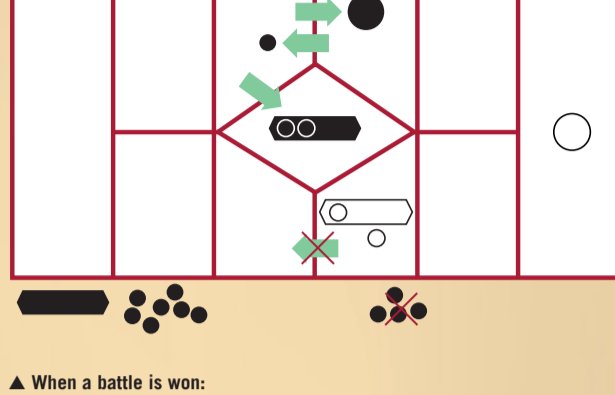
Note: This background was a part of the design goal. For the idea to make a game that a player today could believe was played by the Vikings for real. As if it was a replica of a game found in a Viking grave. The background is entirely fictional. But almost all play-testers believed in it before being told that it was fictional, which proves that the game plays in a way we believe Vikings played games. :)

HIRP is Published by Ion Game Design. © Jon Manker 2016. If you want to order a copy of HIRP check with your favourite game retailer if they carry it or visit <http://iongamedesign.com/shop> or http://sierra-madre-games.eu/all_games.html



▲ When a battle is lost:

- ⇒ Hirþs outside a Karve are *removed from game* and cannot be put into play again.
- ⇒ Karve and any Hirþs in them are *removed from play and separated*. They can be put into play again on the home space.
- ⇒ Lofðungrs stay in play but have to *retreat to a controlled or empty space*. If there are no empty spaces it has to retreat off the board and the player loses the game (the attacking player wins a *Bungur Hnífur* Victory). If the Lofðungr is in the middle space and can't retreat it is killed (the attacking player wins a *Drepið* Victory).
- ⇒ The Lofðungr retreats after all battles are resolved, so the Lofðungr cannot affect any other battles.

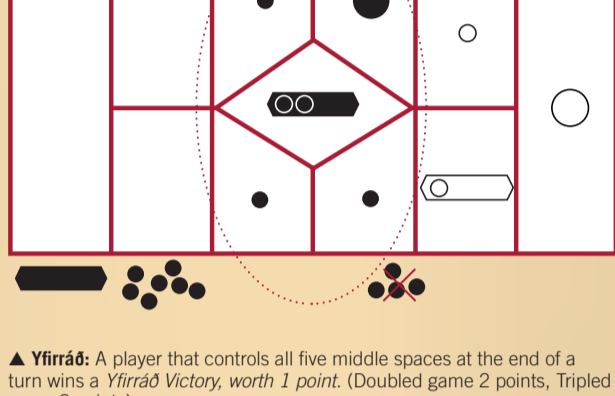


▲ When a battle is won:

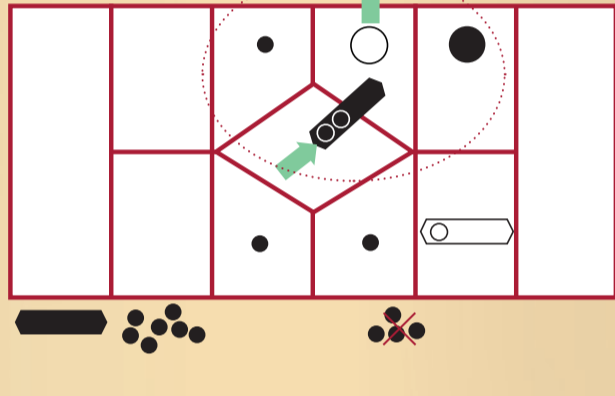
- ⇒ The player chooses how many of the attacking pieces that will enter the conquered space, *at least 1*.
- ⇒ If a player chooses not to move a piece into a conquered space the piece stays in the space it attacked from.
- ⇒ If an attacker loses, the defending player just leaves the pieces where they are, no movement.

HOW TO WIN THE GAME:

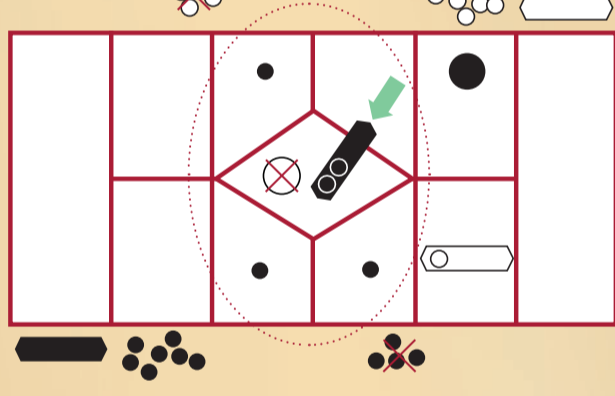
Normally HIRP is played in sequences of several games and the winner is the first to reach 5 points. You can win in three different ways: *Yfirráð*, *Pungur Hnífur* and *Drepið*. (See below).



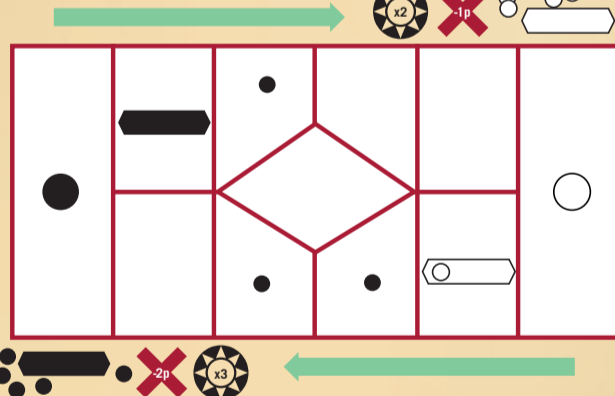
▲ Yfirráð: A player that controls all five middle spaces at the end of a turn wins a *Yfirráð Victory*, worth 1 point. (Doubled game 2 points, Tripled game 3 points).



▲ Pungur Hnífur: A player that forces the opponent's Lofðungr to retreat off the board wins a *Pungur Hnífur Victory* worth 2 points. (Doubled game 4 points, Tripled game 6 points). It is a custom for the losing player to say "*Pungur Hnífur*" and for the winner to respond "*Hnífurinn er ætlað að vera pungur*".



▲ Drepið: A player that conquers the Miðr (the middle space) when the opponent's Lofðungr is in it, with no Miðr to retreat to, wins a *Drepið Victory* worth 5 points. (Doubled game 10 points, Tripled game 15 points).



▲ Penningr: In the beginning the Penningr is neutral, *any* player may use it. A player may *at any time* offer a doubling of the game's points by giving the Penningr to the opponent. The opponent has to take the Penningr and *accept that the points in the end are doubled OR lose the game and give the offering player 1 point*. After the game is *Doubled* the Penningr belongs to the player that accepted it. *That* player may then *at any time* offer it back to the other player who has to take the Penningr and *accept that the points in the end are Tripled OR lose the game and give the offering player 2 points*. After that no more doublings are allowed.

HIRP NOTATION

If you want to record a game of HIRP, use the following notation system:

- ⇒ Number the rounds G (Gull = Gold) or S (Silfr = Silver) and 1, 2, 3 etc.
- ⇒ Label the moves based on where a piece starts and ends up for each move.
- ⇒ The board is divided in: Home space (start space), Delta (the 2 spaces in front of the home space) and Archipelago (the five spaces in the middle). As seen from the Gull's side, the left Delta space and the left Archipelago space are *Norðr Delta* and *Norðr Archipelago* spaces and the right Delta space and the right Archipelago space are *Suðr Delta* and *Suðr Archipelago* spaces. The middle space of the Archipelago is called *Miðr*.
- ⇒ First write the area and then the battles (if any). If no battle, note this with a "/"). If there are several battles write them in number order based on the area they take place in.
- ⇒ In battles, note the defender's pieces first.
- ⇒ If the Penningr is offered during a turn, this is noted before the battles.

Use the following abbreviations:

- Pieces**
- H** Hirþ
 - K** Karve, add 1h after the K for each Hirþ in it
 - L** Lofðungr
 - C** Penningr

- Movement to/from**
- 0** Gull Home Space
 - 1** Gull Norðr Delta
 - 2** Gull Suðr Delta
 - 3** Gull Norðr Archipelago
 - 4** Gull Suðr Archipelago
 - 5** Silfr Norðr Archipelago
 - 6** Silfr Suðr Archipelago
 - 7** Silfr Norðr Delta
 - 8** Silfr Suðr Delta
 - 9** Silfr Home Space
 - m** Miðr Space



- Special movement**
- e** Enter the board
 - i** Move into a Karve
 - v#** Move out of a Karve on space number #
 - /** No battle
 - >** Indicates that the piece is attacking
 - >#** Battle resolve prefix, # is the number of the space
 - G, S** Prefix Gull or Silfr pieces in battle
 - ^** Indicates that a piece is removed from play
 - x** Indicates that a piece is removed from game.
 - d, t** Offer Penningr for Double or Triple
 - a, r** Accept or Give up as a response to d or t

Example of a very short game where Gull loses 10 points

- G1** KeHeiHei /
- S1** He7He8He /
- G2** L01HeiKhkh03 /
- S2** Ke6KeHi /
- G3** Hv3mHv3>6 >6SK^GH6
- S3** L9>6HeiKh97 SdGa>6GHxSL6
- G4** L1>6Hm>6He >6SL8GH6GLm
- S4** H75Kh7>3L8>6H8>6 >3GKh^SKhh3 >6GHxSL6SH6
- G5** KeHeiHei /
- S5** Khh3mL64Khei >mGLx