

# Skaane

(skah-nay)

## Goal

The first player to move one of their pawns across the board wins.

## Setup

Players position themselves on opposite sides of the board and determine who goes first. Both players start with their pawns off the board with the rune sides down. Each player then randomly places one pawn on each of the squares in the first two rows closest to them (like in chess). After both players have placed their pawns, players flip their pawns so that the rune sides are up.

## Turns

Players alternate turns until the game ends. On their turn, **a player moves one pawn one space.**

## Positioning and Attacking

Pawns move differently based upon whether they will be occupying an empty square (positioning) or taking the square of an enemy pawn (attacking).

When **positioning**, players may move a pawn one space in any vertical or horizontal direction to occupy an empty square. Pawns may move freely through friendly pawns, which do not count as a space (see fig. 1). Pawns may NOT move through enemy pawns, land on friendly pawns, or change direction when moving through friendly pawns.

When **attacking**, players may move a pawn in any diagonal direction to take the square of an enemy pawn (see fig. 2). Pawns can only take the square of their favored enemies, as indicated by their rune (see below). Pawns may NOT move through friendly pawns to take the square of an enemy pawn. Enemy pawns whose squares have been taken are removed from the board.

⚔ defeats ♀ defeats Ψ defeats ⚔      ⚡ always wins on attack, loses when attacked  
god            king            serf            god            sun

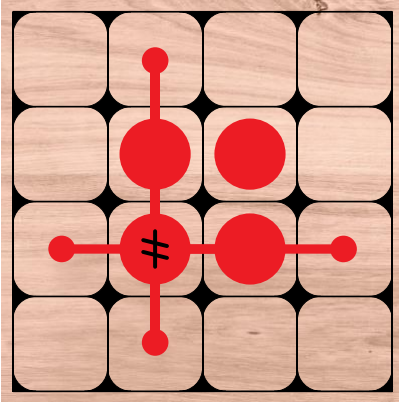


Figure 1 (positioning).

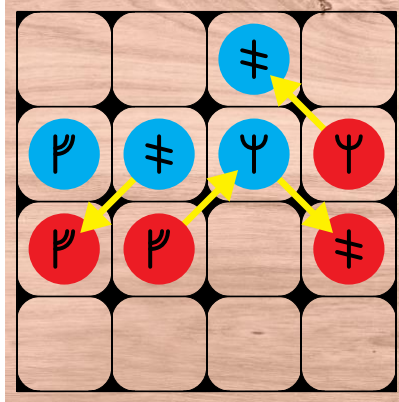


Figure 2 (attacking).