

Neutreeko

Overview:

Neutreeko is a strategic, two player, game played on a 5x5 board. The objective is to align all three of your pieces in a row, either orthogonally or diagonally, with the pieces connected.

Objective:

The goal is to get all three of your pieces in a row, either horizontally, vertically, or diagonally, by moving your pieces on the board.

Setup:

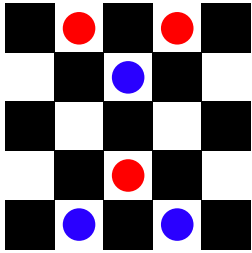
The pieces are placed on the game board as shown in the diagram below, with the red player starting first.

Movement:

Each player slides their pieces on the board either orthogonally (up, down, left, or right) or diagonally, until their piece is stopped by another piece or the board's edge.

Winning:

The game is won by the first player to align all three of their pieces in a row, either orthogonally or diagonally. If the same position repeats three times, the game is declared a draw.



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Objective:

The goal of the game is to capture or immobilize the opponent's pieces, ultimately leaving the enemy unable to move or losing all pieces.

Setup:

The game is played on a board of 72 points arranged as two overlapping grids: one with six rows of five points, and the other with five rows of four points.

The Sami side consists of a king, prince, and twenty-eight warriors, while the Finnish side consists of a landlord, his son, and twenty-eight tenant farmers.

Players decide who moves first at random.

Movement:

Players take turns moving one piece at a time along marked lines in any direction.

All pieces have the same movement ability, and only one piece can occupy a point at a time.

Capturing:

A piece captures by jumping over an enemy piece and landing on the empty space beyond.

Capturing is optional and not compulsory.

Capture restrictions:

The king and landlord can capture any piece.

The prince and landlord's son can capture anything except the king or landlord.

Warriors and farmers can only capture each other.

After a capture, if a piece is in position to make further captures, it can continue capturing in the same turn.

Winning:

A player loses if they cannot move due to:
Losing all pieces, or

Having pieces left but being surrounded by the enemy and unable to move.

A player may resign if they feel their position is hopeless.

The game is a draw if only the king and the landlord remain on the board.

Variation:

Some variations have it so that warriors and farmers can only move forward (either directly or diagonally) but can capture in any direction.