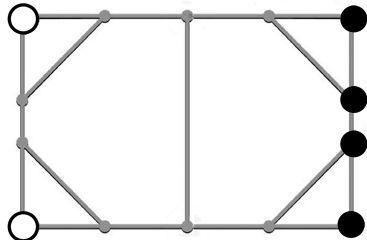


## Play like a Roman.

Two players face off: one as the hunter (4 pieces) and one as the prey (2 pieces). The hunter goes first. The aim is to trap the prey's pieces in as few moves as possible.

### Starting position

Place the pieces on their starting position as shown in the diagram (see figure).



### How to play

- Players take turns moving a piece along the lines of the board.
- Count all the hunters moves!
- You place your piece on an intersection between two lines, at most one intersection further.
- You may not jump over another piece.
- No two pieces may occupy the same spot.
- A piece is trapped if it can no longer be moved.

### End of the game

The game ends when both prey pieces are trapped. Count the number of moves the hunter needed to trap the prey.

### Swap roles

Swap roles and start again. The hunter who traps the prey in the fewest moves wins. If it's a draw, play again.

Of course, you may make the rules more complex and exciting, no Roman would object!



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