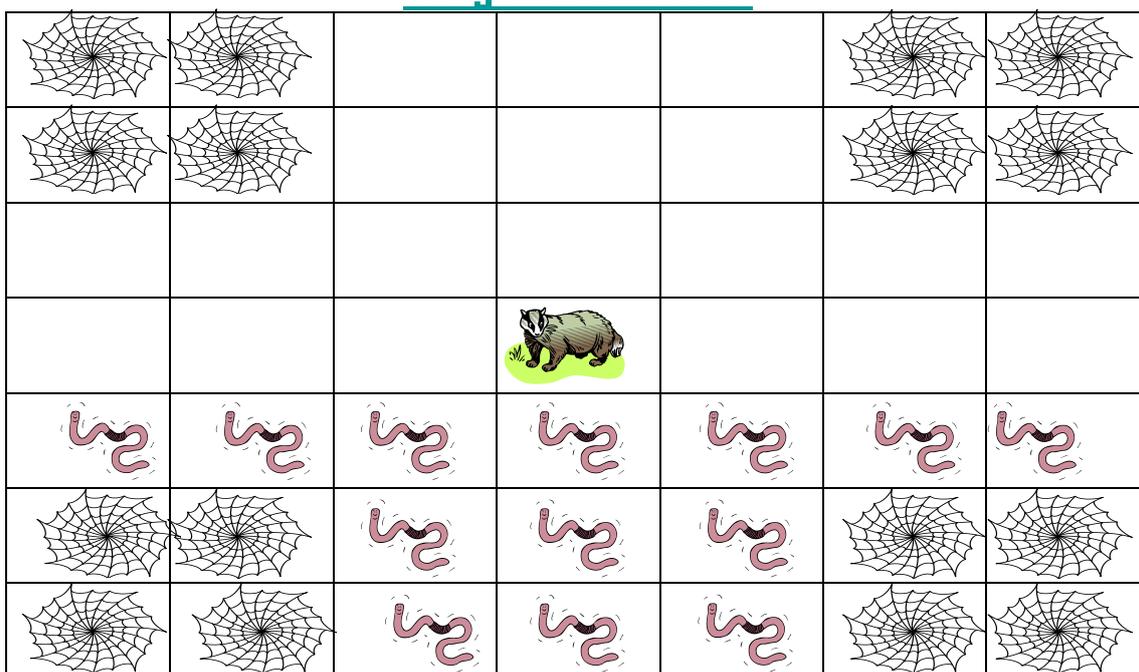


## Badger and Worms



This game was invented in Iceland, some time before 1300 AD. (The country, not the shop!)

It is a game for 2 players. There is a badger piece and 13 worm pieces.

The board is a 7 x 7 cross, which gives a total of 33 positions.

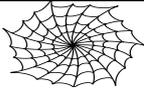
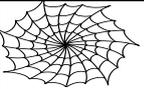
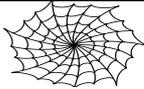
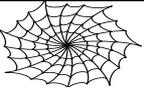
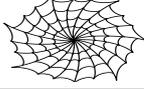
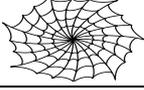
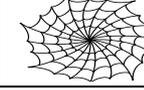
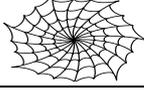
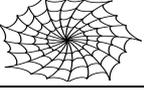


The idea of the game is for the worms to trap the badger, so that the badger cannot move. The badger tries to eat as many worms as he can. Lovely!

**How to Play:** The badger moves first. He can move one space in any direction, horizontally or vertically. He may NOT move diagonally. The badger may jump over worms if there is an open space for him to land on.

If the badger jumps one of the worms, it is eaten, and leaves the board. The badger may jump any number of worms in one go, one at a time, as long as there is an open space for the badger to land on after EACH jump.

The worms move one space per turn, in any direction, horizontally or vertically, forwards or backwards, right or left. They may NOT move diagonally. The worms cannot jump. The worms try to surround the badger so that it is backed into a corner and cannot move. If the badger cannot move, the worms win. If there are only 3 worms left, the badger wins.

Blank board

