

# THE GAME

**HIRP:** (or old Icelandic 'Hirð'), means 'bodyguard'. The word is probably related to old English hired 'household, family, retinue, court'. The word is used for a group of free warriors that voluntarily swore to protect king (Lofðungur).

#### Contents

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

- 30 Hirþ (Royal viking guard, 15 per player) Small round pieces
- 6 Karve (Viking ships, 3 per player) Boat shaped pieces
   2 Lofðungr (Viking king, 1 per player) Big round piece
   1 Penningr (Coin) For doubling

- ÷ 1 Board
- 1 Rules ÷
- ♦ 3 Bags to hold the game. 1 for each player's pieces and 1 for the whole game.

#### Actions

- The players take turns to perform the following actions:
- Move five steps using any combination of game pieces.
- Resolve battles (if any).

#### Winning HIRÞ

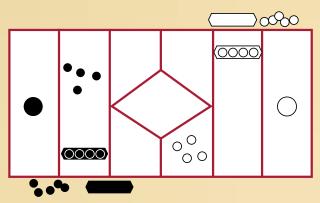
HIRÞ is normally played in sequences of several games. The first player to reach 5 points wins. The winner of one game is the first one to achieve either: Control over all five middle spaces (1 point).

- Force the opponent's Lofðungr to retreat of the board (2 points).
   Attack and beat the Lofðungr 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 Lofoungr in their home space.

 Source of the provided state with the play through the home space.
 ⇒ Gull 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.

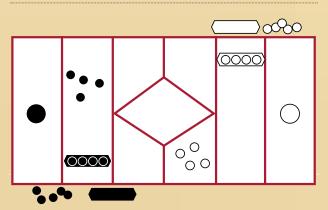
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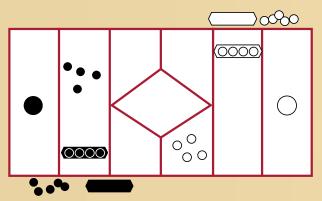
▲ **Steps:** In the illustration above there are 7 examples of different steps. The players take turns *by moving their pieces in total 5 steps.* As a step counts:

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

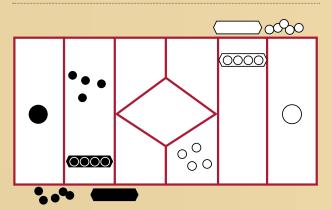


Spaces: A space containing a player's piece(s) is controlled by that player. When a piece enters:

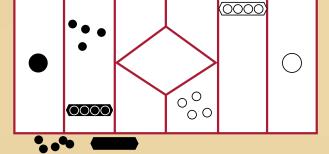
- ⇒ A space controlled by the player herself, *it can continue moving*.
   ⇒ An empty space, *it has to stop* and can move no further that turn, (including Hirþs in a Karve entering an empty space).
   ⇒ A space controlled by the opponent, *its step stops on the line between the spaces indicating that it attacks the opponent*. It stays there until the other is proclement. The piece controlled by the opponent is provided. attack is resolved. The piece 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.



▲ Karve: Kings never enter a Karve. A Karve can carry 0–4 Hirbs. Each spa-ce, except the home space, may contain maximum 1 Karve when a player's turn is over, i.e. after battle resolve and potential movement of winners. (Note: the example board to the right contains more Karve than there are in the game).

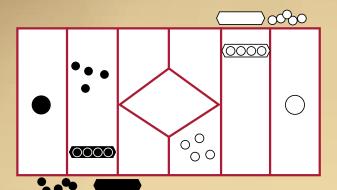


- ▲ Resolving battles: Battles are resolved after all 5 movement steps have been taken.
- ⇒ All pieces counts as 1 power except *unmanned* Karve which counts as 0.
  ⇒ Karve with Hirps in them count as 1. So a Karve with 2 Hirps in it counts as 3
- » The Lofðungr is worth 1 and is a tiebreaker.
- » If no Lofðungr or both Lofðungrs are involved in a combat the defender wins a tie.



### ▲ Losing a battle:

- ⇒ Hirbs outside a Karve are removed from game and cannot be put into play again
- ⇒ Karve and any Hirbs in them are removed from play, they can be put into play again on the home space
- Lofoungrs 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. If the Lofoungr is in the middle space and can't retreat it is killed. Lofðungr retreat after all battles are resolved, it doesn't affect any other battles.

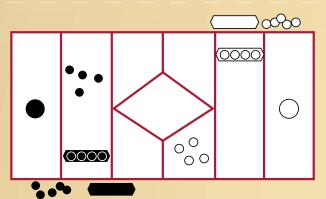


## ▲ Winning a battle:

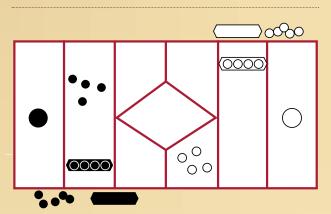
- The player chooses how many of the pieces that *attacked* that will enter the conquered space, *at least 1*.
- » Pieces that don't enter a conquered space stay in the space they attacked from.
- # If an attacker loses, the defending player just leave the pieces where they are, no movement.

## Winning the game:

Normally HIRÞ is played in sequences of several games and the winner is the first to reach 5 points. You can win i three ways Yfirráð, Þungur Hnífur and Drepið.

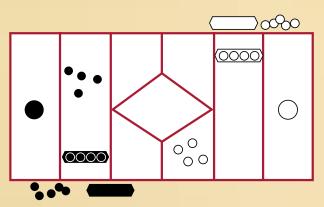


▲ Yfirráð: A player that controls all five middle spaces at the end of a turn wins as Yfirráð victory, worth 1 point. (Doubled game 2 points, Tripled game 3 points).

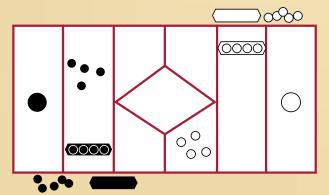


▲ Pungur Hnífur: A player that forces the opponent's Lofðungr to retreat off the board wins a Pungur Hnífur victory worth 2 points. (Doubled game 4 It is a custom for the losing player to say "Pungur Hnifur" and for the winner

to respond "Hnífurinn er ætlað vare þungur"



▲ Drepið: A player that kills the opponent's Lofðungr by conquering Miðr (the middle space) when the Lofðungr is in it and has no spaces to retreat to, wins a *Drepið victory worth 5 points*. (Doubled game 10 points, Tripled game 15 wins 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 games 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.

# **HIRÞ NOTATION**

# If you want to record a game of HIRÞ, 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 start and end 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 Gulls side, the left Delta space and the left Archipelago space are Norðr Delta and Norðr Archipelago spaces and the right Delta
- ⇒ First write the moves 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 defenders pieces first.
   ⇒ If the Penningr is offered during a turn, this is noted before the battles.

### Use the following abbreviations:

## Pieces

- Hirþ H
- Karve + i for each Hirþ in it Lofðungr K
- L C Penning

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

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# Special movement

- е Enter the board i. move into a Karve
- r# move out of a Karve on space number #
- 1 no battle
- > indicate that the piece is attacking
- battle resolve prefix, # is the spaces' number prefix Gull or Silfr pieces in pattle >#
- G, S ٨
- Indicate that a piece is removed from play
- d, t
- indicate that a piece is removed from game. offer Penningr for double or triple Accept or Give up as a response to d or t a, g

## Example of a very short game where Gold loose 10 points

G1	KeHeiHei	/
S1	He7He8He	1
G2	L01HeiKiii03	/
S2	Ke6KeHi	/
G3	Hr3mHr3>6	>6SK^GH6
S3	L9>6HeiKii97	SdGa>6GHxSL6
G4	L1>6Hm>6He	>6SL8GH6GLm
S4	H75Kii7>3L8>6H8>6	>3GKi^SKii3 >6GHxSL6SH6
G5	KeHeiHei	1
S5	Hr3Kii3mL64	>mGLx

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