



Neutron

2 players

10 min

Tactic

1978

USA

This game, created by Robert A. Kraus, first appeared in the "Games & Puzzles" magazine in July / August 1978 (# 71). This abstract strategy game will not leave you indifferent. Either you are a fan or you hate it.

Material

1 board game (5x5 boxes), 5 pawns of one color, 5 pawns of another color, 1 pawn of a third color (the neutron).

Game's goal

Bring the neutron to his side or block the opponent.

Progress

- **In the beginning**

The neutron is placed in the center of the board game. Each player places his 5 pieces on the first line in front of him.

- **Progress**

In turn, you must always move the neutron, then one of your pawns.

Exception: The player who starts the game does not move the neutron in the first move.

All pieces (including the neutron) move in a straight line, horizontally, vertically or diagonally. The pieces must obligatorily advance the maximum number of boxes. A pawn stops when it arrives either near another pawn (friend or opponent), near the neutron or at the edge of the board. It is forbidden to jump over another pawn.

- **End of the game**

As soon as a player places the neutron on his starting line, he wins the game.

If a player is obliged to put the neutron on the opponent's starting line, it is the opposing player who wins the game, because the neutron is in his camp!

If in turn a player can not move the neutron, he loses the game!