



## Award Winning Games

### HOW TO PLAY - ABALONE - GAME RULES

#### OBJECT OF THE GAME

- To push your opponent's marbles out of the hexagonal board.

#### HOW TO WIN

- The first player to eject six of the opponent's marbles from the board wins the game.

#### Winning the game

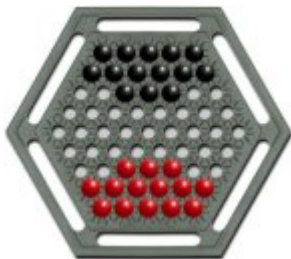
Push the opponent's marbles off the hexagon board.

First player to eject six of his/her opponent's marbles wins.

After tossing for colors, blacks play first.

Players move in turn.

Once played, a move cannot be changed.



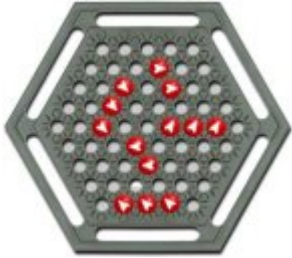
Classical starting position

## Moves

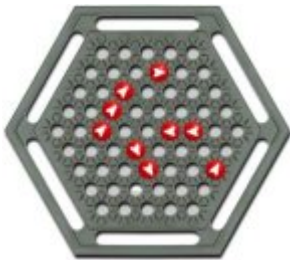
On his/her turn, a player may shift one, two, or three marbles together in any of the six possible directions, provided there is an adjacent free space:

In line, or broadside.

When two or three marbles of the same color shift together, they must be moved in the same direction.



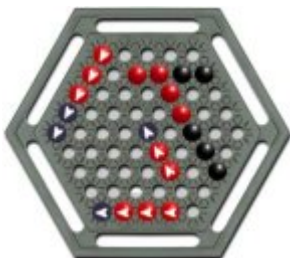
Broadside moves



In-line moves

Moving more than three marbles of the same color on a single turn is not allowed. One, two, or three marbles of the same color, which are part of a larger row, may be separated from the row played. A single move may not lead to conquering more than one space at a time.

Sumito: Pushing Means Outnumbering



Examples of a Sumito

To push your opponent's marbles, a "Sumito" must be set up, i.e. one of the three superiority positions.

The opponent's marbles may only be pushed "in line" when in contact and only providing there is a free space behind the attacked marble or group of two marbles.

### **Pac": Position of Balanced Forces**

The only three possible Pacs are the following:

1 to 1 Pac

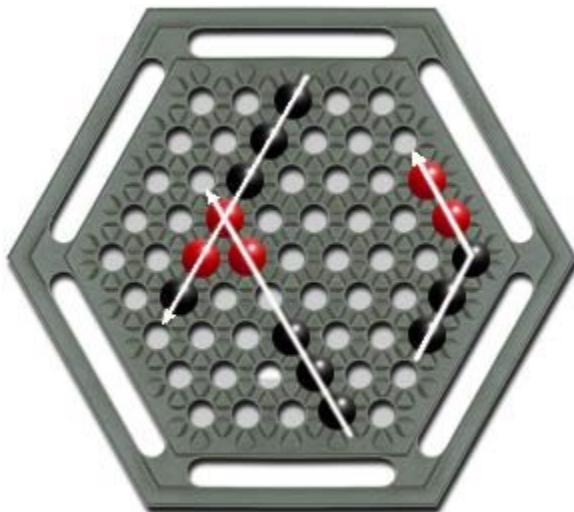
2 to 2 Pac

3 to 3 Pac

More than three marbles of the same color and "in line" do not change the three to three stand-off.

In a "Pac" position, neither side can push.

The "Pac" must be broken along a different line of attack



Impossible moves

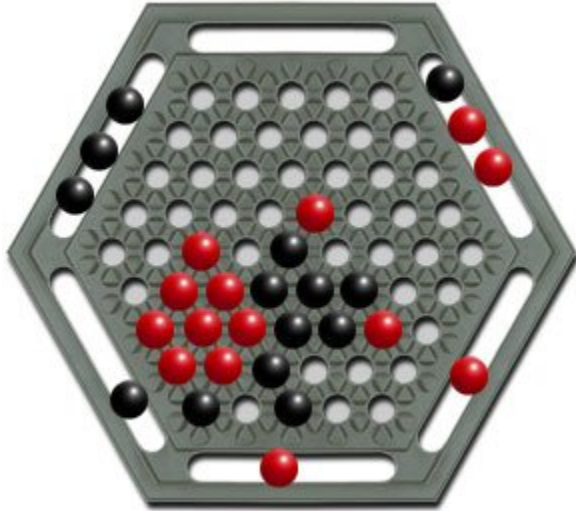
Caution!

Pushing is not allowed if:

There is no free space behind your opponent's group.

There is an empty space between your group and the opponent's.

The marbles are not in line.



### **Ejection**

A marble is ejected when it is pushed off the board. The first player to eject six of his/her opponent's marbles wins the game

### **LIMITED TIME VARIATION**

Each player may be restricted to a limited period of time for each game, e.g. 10 or 15 minutes each. Official tournaments should always be played with time limitation.