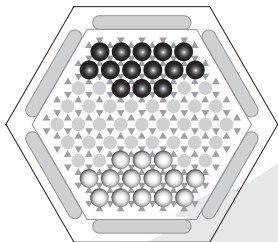# abalone®
Rules of the game

⬤ AIM

Be the first to eject six opposing marbles from the board.

⬤ SET-UP

Place the marbles in their starting positions as shown below.
Each player chooses a colour.
Black always goes first.
Players take it in turns to move.

• Figure 1

⬤ THE GAME

You can only perform one action on your turn. This turn action, or "Move", can be:
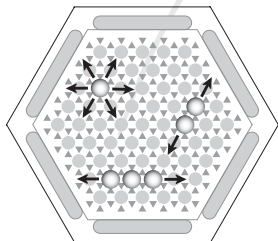
• a movement
• a "sumito" (or, pushing an opponent)

⬤ MOVEMENT

Each marble can only move one space.
You can move your marbles in any of the six directions of the game hexagon and may move 1, 2 or 3 marbles as follows:

• 1 marble can be moved onto an empty adjacent space;
• 2 or 3 contiguous, aligned marbles can be moved as a group. They must all move together and in the same direction.
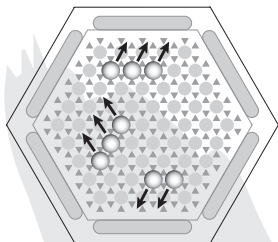
There are two types of movement:

• Figure 2

Moving in a line: the marbles move together towards an adjacent empty space.

• Figure 3

Arrow-like movement: the marbles are moved one space laterally without changing their alignment.

● SUMITO : PUSHING YOUR OPPONENT

You can push your opponent's marbles whenever you are in a position of numerical superiority. If you both have the same number of marbles, a sumito is not possible.

A sumito is only allowed if moving in a line.

A sumito is only allowed if there is an empty space or the edge of the board behind the marbles that are being pushed.
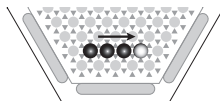
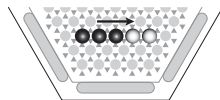There are only 3 possibilities for a sumito:

• Figure 4
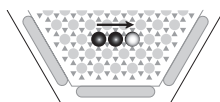
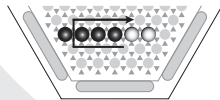

Sumito of 2 marbles versus 1.

• Figure 5

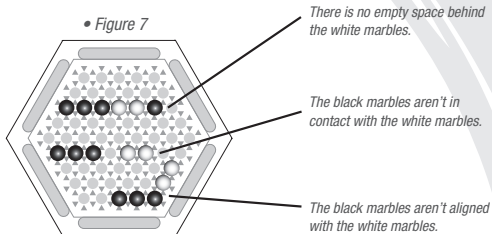*Sumito of 3 marbles versus 1.*

• Figure 6

Sumito of 3 marbles versus 2.

• Figure 6 b

*Sumito of 4 marbles versus 2. The 4th black marble doesn't move.*

Examples of impossible sumitos:

• Figure 7

There is no empty space behind the white marbles.

The black marbles aren't in contact with the white marbles.

The black marbles aren't aligned with the white marbles.

3 aligned marbles form an absolute defence, even against a superior number, since 3 is the maximum number of marbles that a player can use in a move! The other player will need to find a way to break the alignment along a different axis.

EJECTING MARBLES

A marble is ejected if it is pushed off the board as a result of a sumito.

• Figure 8

*Black can eject white.*
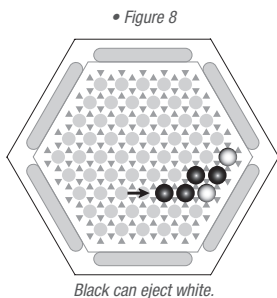
VICTORY CONDITIONS

The first player to eject 6 opposing marbles wins the game.

LIMITED TIME GAMES

It is possible to give each player a limited time, such as 10 or 15 minutes each. Tournaments and competitions are always played using limited time.

GLOSSARY

Arc: group of three contiguous marbles of the same colour forming an arc: this is one of the three possible trinomial forms (see below).
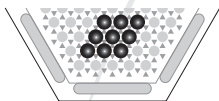

• Figure 9
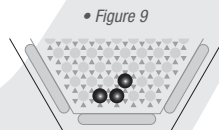
Marble: each of the basic elements of a group. Each player starts with a group of 14 marbles.

Binomial: group of two contiguous marbles of the same colour (cf. monomial, tronomial, polynomial).

Block: group of marbles of the same colour made up of rows of three marbles, ensuring the stability of the group.

• Figure 10

Arrow-like movement: move in which two or three marbles are pushed simultaneously along a line parallel to their starting line.

Movement in a line: move in which two or three marbles are pushed simultaneously along the axis of their alignment.

Det: isolated marble (monomial) in the middle of an opposing group. A "det" marble is an advantage for the player who left such a marble.

Shield: group of three contiguous marbles of the same colour forming a triangle. This is one of the three possible trinomial forms.

Lance: group of three contiguous marbles of the same colour forming a line. This is one of the three possible trinomial forms.

Monomial: an isolated marble that is not connected to any other marble of the same colour (cf. binomial, trinomial, polynomial).
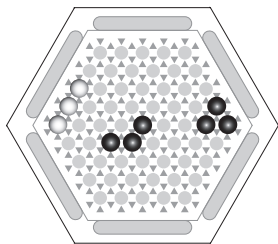
Pac: a stable situation in which two oppposing groups of marbles with the same strength are aligned: 3 against 3, 2 against 2 etc.

Polynomial: group of contiguous marbles of the same colour, regardless of their number or position.

Sumito: position of numerical superiority between two opposing lines of marbles: 3 against 2, 3 against 1, 2 against 1.

Trinomial: group of three contiguous marbles of the same colour, whether aligned or not. A tronomial can take one of three forms: the lance, the arc and the shield (see below).

• Figure 11