

Abalone®

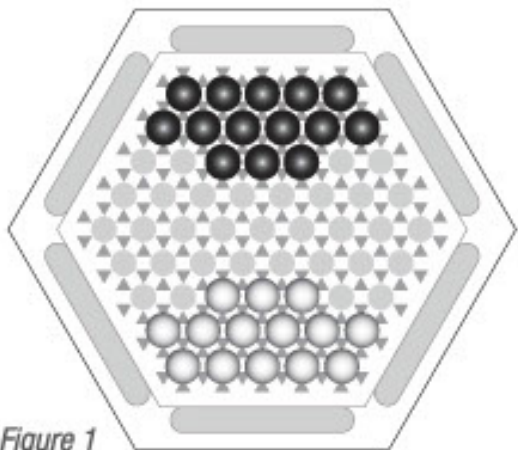
Rules of the game

AIM

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

SET-UP

Place the balls 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)

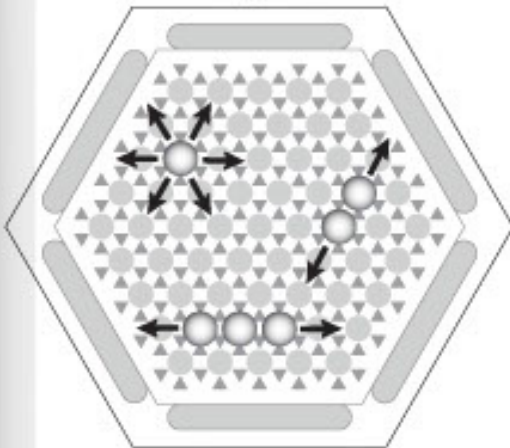
MOVEMENT

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

- 1 ball can be moved onto an empty adjacent space;
- 2 or 3 contiguous, aligned balls can be moved as a group. They must all move together and in the same direction.

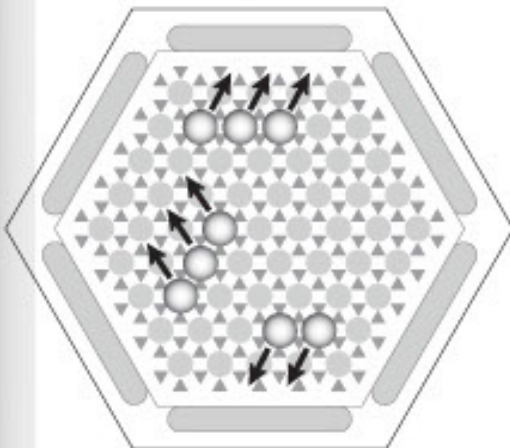
There are two types of movement:

• Figure 2



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

• Figure 3



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

**SUMITO:
PUSHING YOUR OPPONENT**

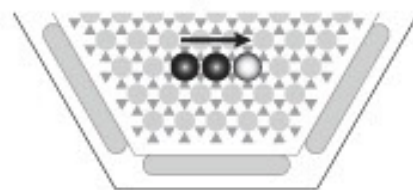
You can push your opponent's balls whenever you are in a position of numerical superiority. If you both have the same number of balls, a sumito is not possible.

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 balls that are being pushed.

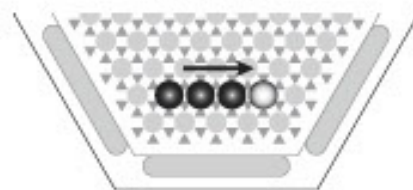
There are only 3 possibilities for a sumito:

• Figure 4



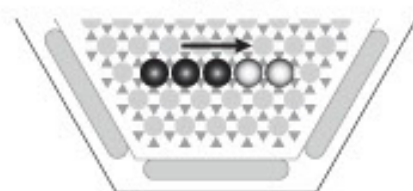
Sumito of 2 balls versus 1.

• Figure 5



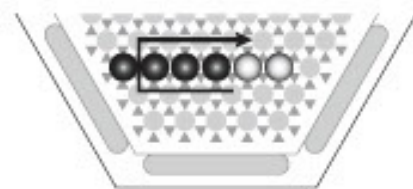
Sumito of 3 balls versus 1.

• Figure 6



Sumito of 3 balls versus 2.

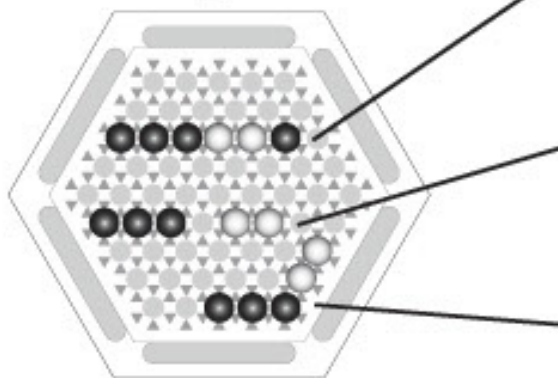
• Figure 6b



*Sumito of 4 balls versus 2.
The 4th black ball doesn't move.*

Examples of impossible sumitos:

• Figure 7



There is no empty space behind the white balls.

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

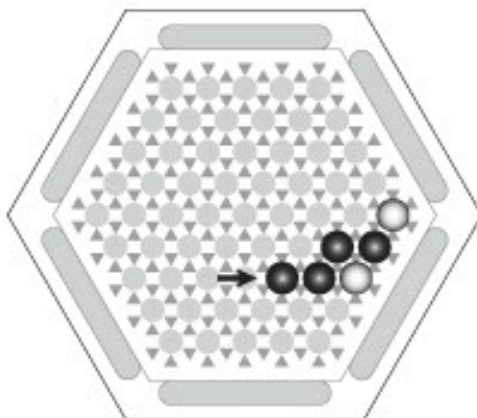
The black balls aren't aligned with the white balls.

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

EJECTING BALLS

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

• Figure 8



Black can eject white.

VICTORY CONDITIONS

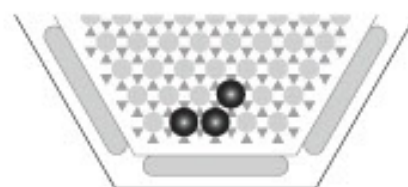
The first player to eject 6 opposing balls wins the game.

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

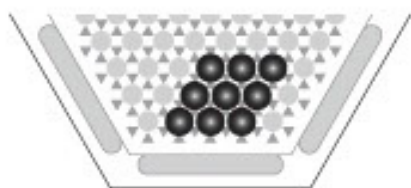
Arc: group of three contiguous balls of the same colour forming an arc: this is one of the three possible trinomial forms (see below).



Ball: each of the basic elements of a group. Each player starts with a group of 14 balls.

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

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



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

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

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

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

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

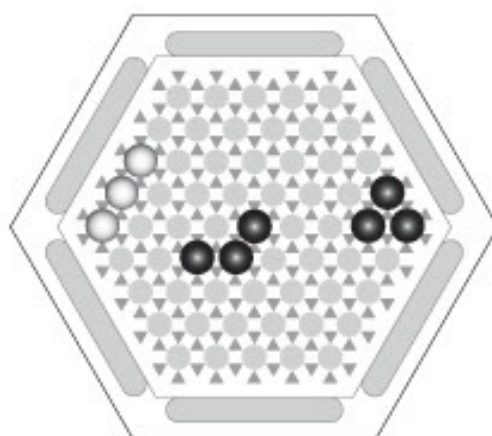
Monomial: an isolated ball that is not connected to any other ball of the same colour (cf. binomial, trinomial, polynomial).

Pac: a stable situation in which two opposing groups of balls with the same strength are aligned: 3 against 3, 2 against 2 etc.

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

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

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



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