abalone®

Game rules for 2 players

CONTENT OF THE GAME

Game board
28 marbles (14 black and 14 white)
Instruction booklet

⚠ WARNING:
CHOKING HAZARD –
Toy contains a marble.
Not for children under 3 yrs.

Please keep these instructions for future reference.

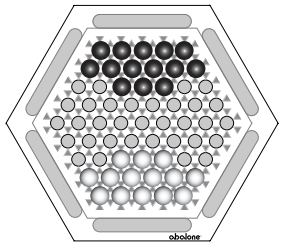
OBJECT OF THE GAME

To be the first player to push six of the opponent's marbles out of play, into the board's outer rim.

SET UP

Arrange the marbles as shown in Diagram 1. Black makes the first move.

Diagram 1



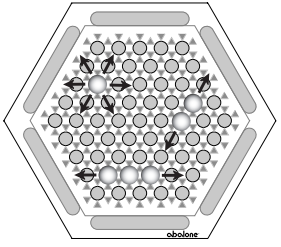
GAME PLAY

On their turn, each player may move either a single marble or Column of marbles of their own color one space.

A Column consists of two or three marbles of the same color directly adjacent to one another in a straight line.

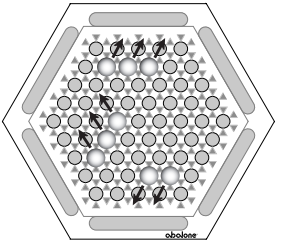
A marble or a column can move in any direction in an in-line move or side-step move.
See Diagrams 2 & 3

Diagram 2



An “In-line” Move:
Marbles are moved as a column into a free space

Diagram 3



A ‘Side step’ move: Marbles are moved sideways into adjacent free spaces. A ‘Side step’ move can not be used to push an opponents single marble, or column.

All marbles in a Column must move in the same direction. (Diagram 3).

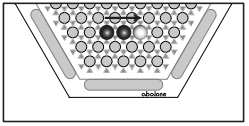
Unless in a Sumito position, as described below, a marble or a Column must move into a free space.

SUMITO

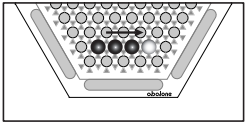
When a player’s Column faces a lesser number of the opponent's marbles, the player has a Sumito, or advantage.

In a Sumito position, a player’s Column of three marbles may push one or two of the opponents’ marbles one space, or a player’s Column of 2 marbles may push one of the opponent's marbles one space. (Diagram 4).

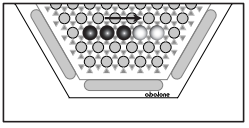
Diagram 4



A “2-push-1 Sumito”



A"3-push-1 Sumito”

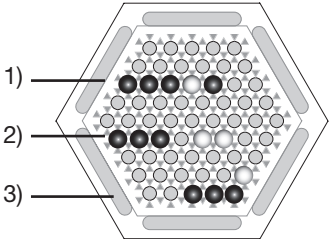


A”3-push-2 Sumito”

It is important to note the following:

- When pushing, the opponent’s marbles must be pushed either into an unoccupied space or off the board into the outer rim.
- Marbles pushed into the outer rim are no longer in play.
- A single marble can never push an opposing marble, nor can a Column push any marble if it moves sideways.
- Enemy marbles sandwiched between friendly marbles may not be pushed. (Diagram 5)
- At any turn, no more than 3 friendly marbles can be moved, thus an opponent’s Column of three can never be pushed. A position of 4-on-3 or greater is not considered a Sumito.

Diagram 5



In these examples the black cannot push the white for the following reasons:

1) The white marble is sandwiched between the black marbles. There is therefore no free space for the white to be pushed onto.

2) The black and the white columns are separated by a free space.

3) A side stepping column cannot push any marble.

GAME END

As soon as a player has had six marbles pushed off the board into the outer rim, the game is over and the opponent wins.

ABALONE VARIATIONS

The play rules above reflect the Abalone classic rules.

Over the years Abalone players have invented several game play variations some of which have gained worldwide popularity.

Abalone can also be played as a three and four player game. To play these variations additional colored marbles are required and are available by contacting your retailer.

For more details, please visit our site: **www.FoxMind.com**

© Abalone S.A.
All rights reserved - patent no. DM/012362
Abalone is a registered trademark of Abalone S.A. - France
Chateau de Longue Plaine 37250, France

Distributor in North America
FoxMind USA
2710 Thomes Ave
Suite 1079
Cheyenne, WY 82001
USA

FoxMind Canada Enterprises LTD
4710 St,. Ambroise unit 220-A
Montreal, Quebec, Canada

www.FoxMind.com
info@FoxMind.com

abalonegames.com

www.FoxMind.com