Dualma

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DuAlma is an abstract strategy game for 2 players of at least 8 years of age, with an average playing time of 20 minutes, aiming to create a row of 3 discs of the same colour, being at the topmost of a height-2 stack.

It is played on a hexagonal board consisting of 61 hexagons with 5 hexagons on each side and each player has a set of 11 discs, being 22 in total. Each player is assigned with discs of either black or white colour and alternate turns following a set of rules until victory condition is met.

The game is divided into two phases. The first phase is the ''placement phase''. The second phase is the ''movement phase''.

Placement phase

The game starts with an empty board and players alternate turns placing discs of <u>both</u> colours on any empty space on the board <u>except from the centre</u>.

Starting with Black, the player places one disc of each colour, on any empty on the board, <u>except from the centre</u>.

Then the turn passes to White, where the player places one disc of each colour, on any empty on the board, <u>except from the centre</u>.

The centre of the board is to be remain empty throughout the placement phase.

Once players run out of discs to place on the board, the placement phase ends.

Movement phase

Once Placement phase ends, the game moves to the Movement phase.

Starting with White, players move their discs according to the rules provided below until victory condition is met:

<u>Stacks</u>

A stack can either consist of a single (1) disc, or 2 discs on top of each other despite the colours or the variation of colours in the stack. The number of the discs which form the stack dictates the height of the stack. E.g a single disc is a height-1 stack. Two discs on top of each other form a height-2 stack. The topmost disc is ''active'', while the one underneath it is ''non-active''.

''Non-active'' discs cannot move or taken into account in determining the winner.

Only ''active'' discs can perform a move and count for victory condition.

<u>Movement of discs</u>

Starting with White, players alternate turns moving 1 of their discs following the rules provided below.

A disc can move in every direction, always in a straight line and always covering a distance equal to the height of a stack, being the total number of discs which make up the stack. E.g 1 disc should move 1 space, where in essence the disc will simply move to an adjacent hex. The topmost disc in a stack (the ''active'' one) of 2 discs in total, will move 2 spaces.

A disc can finish its move on either an empty hex, or on top of another disc, despite their colour. Spaces and discs in between them are not affected.
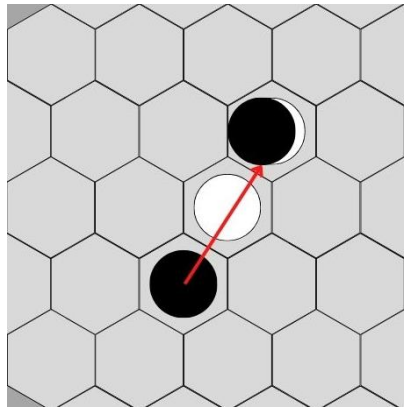
In the example provided above, a black disc coming from a height-2 disc, lands on a white disc. The white disc in between them is not affected.

The total height of a stack should not exceed 2 discs in total.

**No disc can exit the board.**

A disc must always cover the <u>full distance</u> according to the height of the stack.

<u>Bounce</u>

The topmost disc of a height-2 stack can either land on an empty space, or on top of another single disc. In this case, the player can either create a height-2 stack or perform a ''bounce'' and land on any <u>empty</u> adjacent spot, but never on another disc.
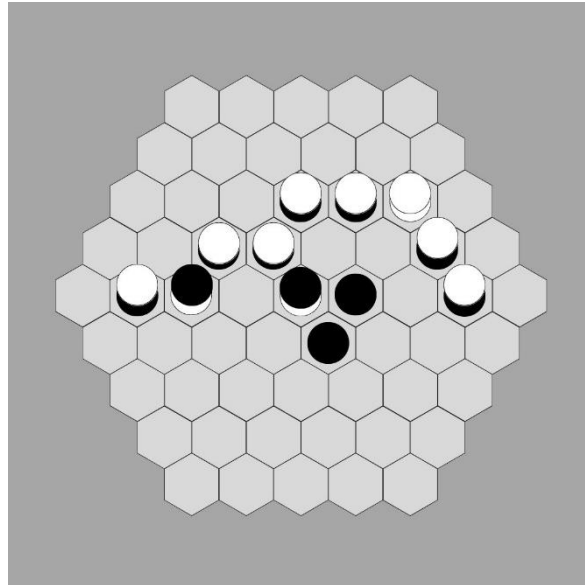
<u>Winning condition</u>

Players win the game whenever they form a row of 3 height-2 stacks with their colour on top, just like in the example provided below:
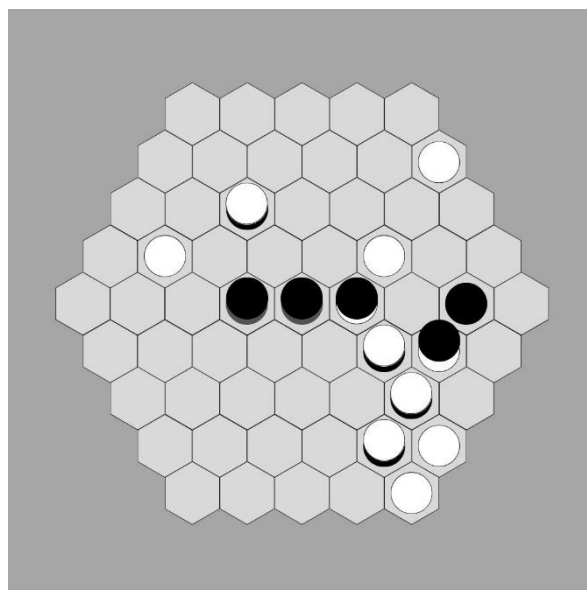
In the example provided above, Black wins.

In case multiple rows of same-colour ''active'' discs of height-2 stacks are created, it is still a win, just like in the example provided below:

In the example provided above, white creates 2 rows of height-2 stacks, with the topmost disc being white. This counts as a win for White.

In case of more than 3 height-2 stacks with owning colour on top are formed, it is still a win. For example, if a row of 4 height-2 stacks are created with the topmost disc being of the same colour, it counts as a win for the owning player.