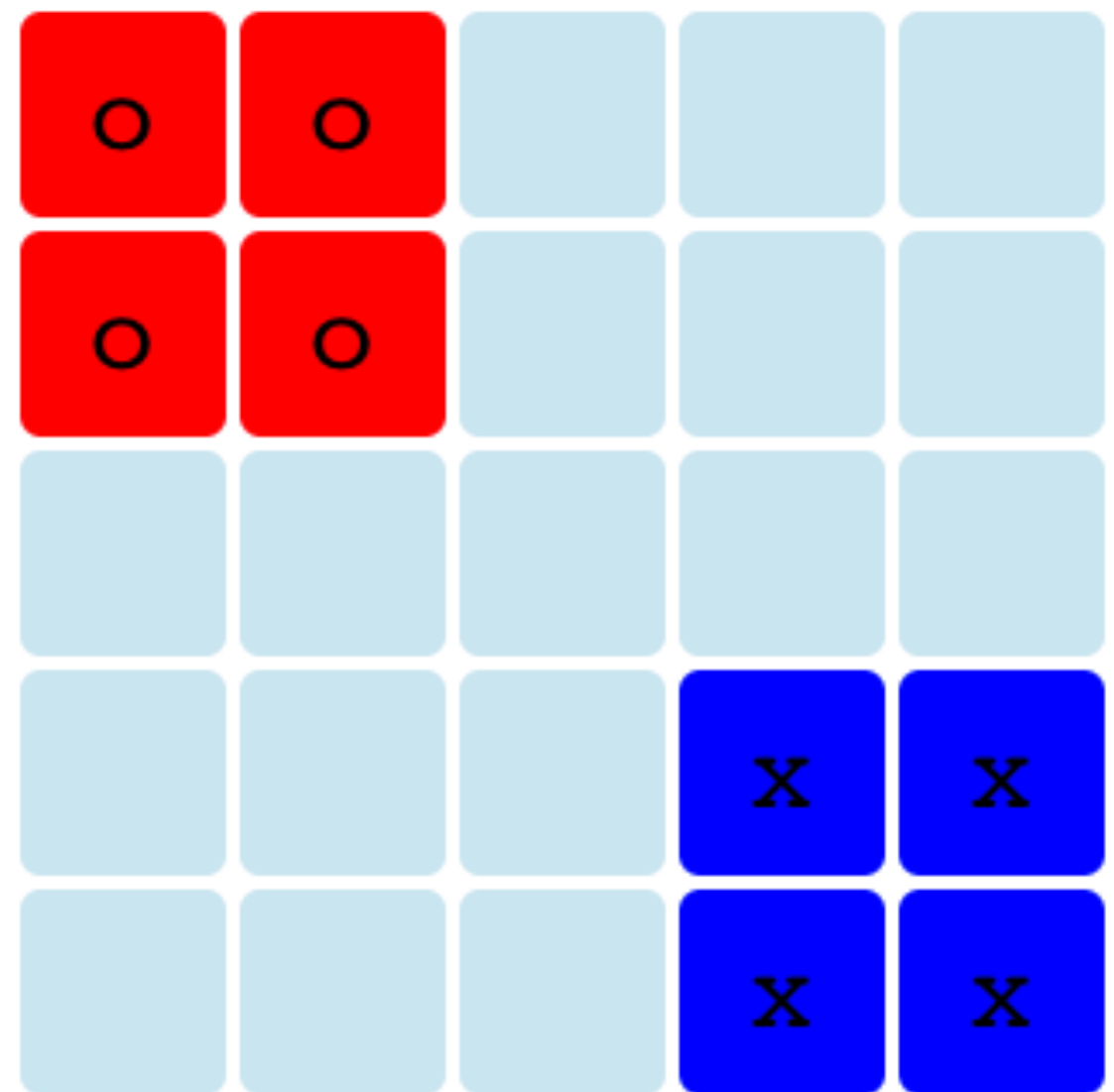


Balone

Johannes Körner

General Information

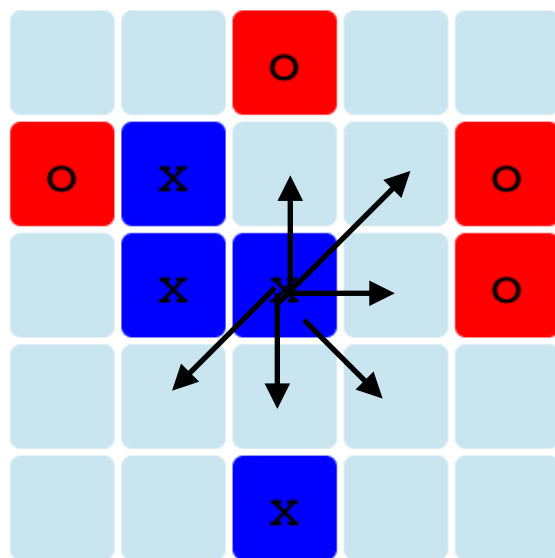
- Two player game
- Played on a 5x5 board
- Perfect information
- Zero-sum game
- Goal: push one opposing pebble off the board



starting position

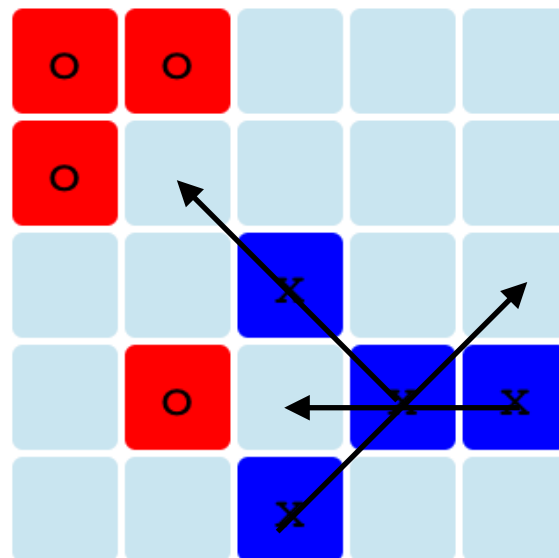
Legal Moves

Players can only move one step every turn.



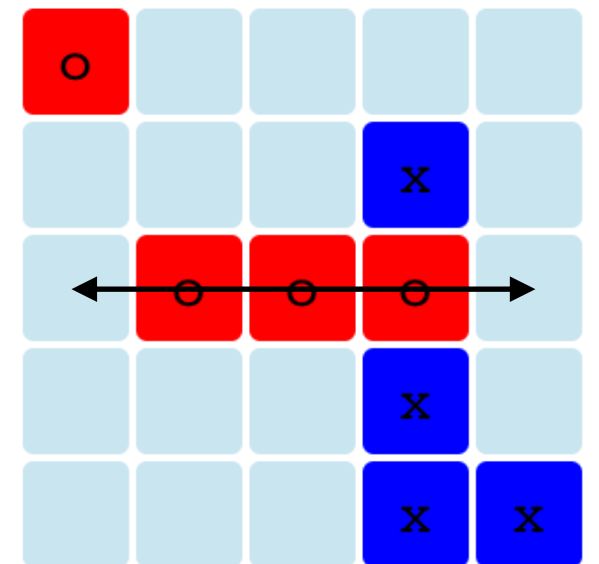
Move 1 Pebble

- any direction
- can only move to a free space
- 8-neighborhood



Move 2 Pebbles

- any direction
- pebbles must be aligned
- move to a free space
- or push one opposing pebble



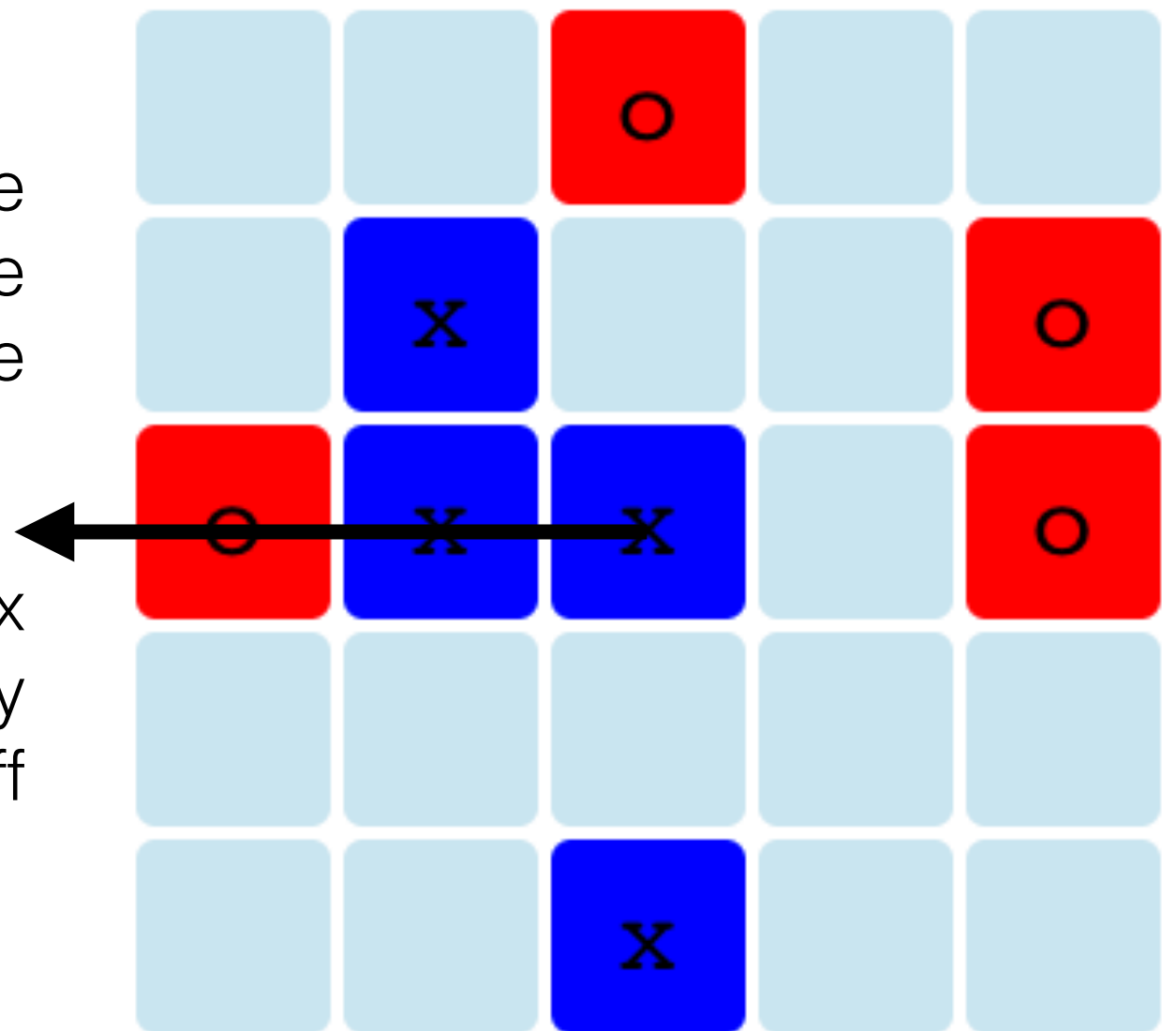
Move 3 Pebbles

- any direction
- pebbles must be aligned
- move to a free space
- or push one/two opposing pebble(s)

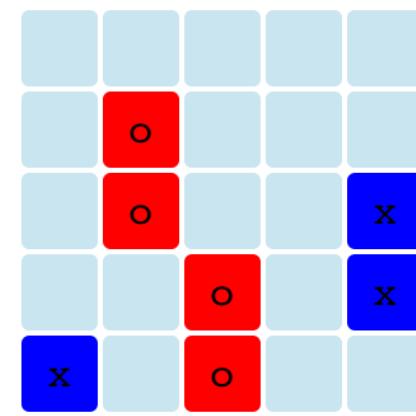
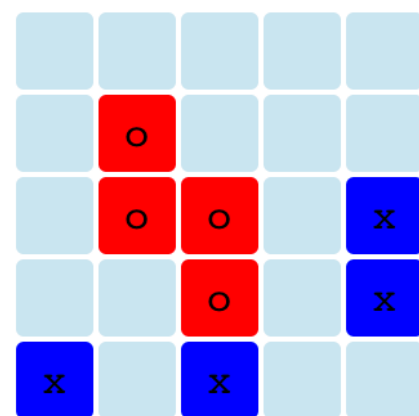
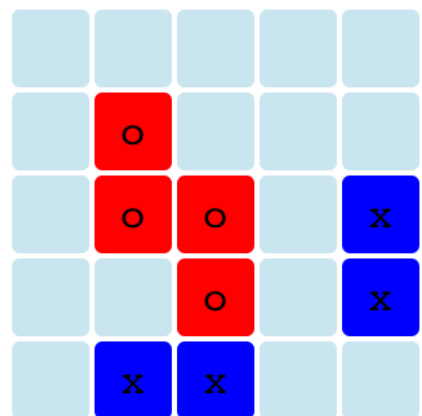
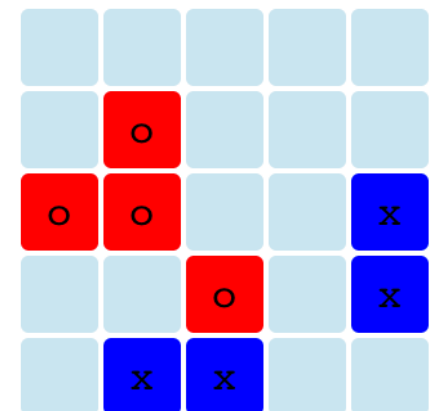
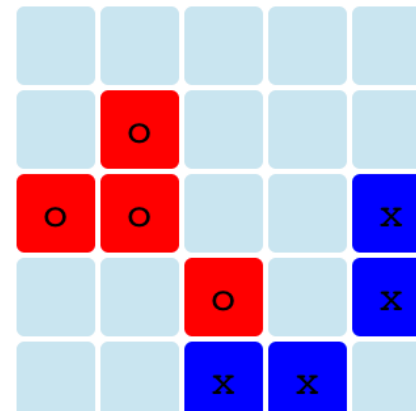
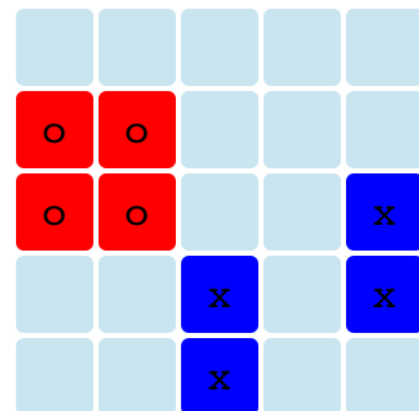
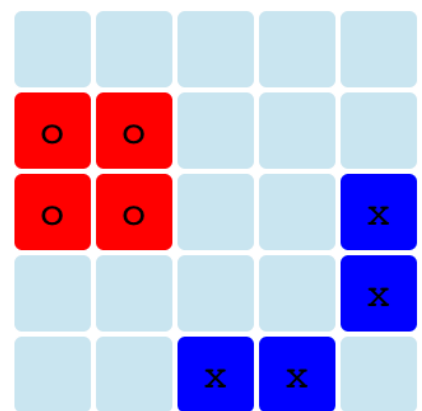
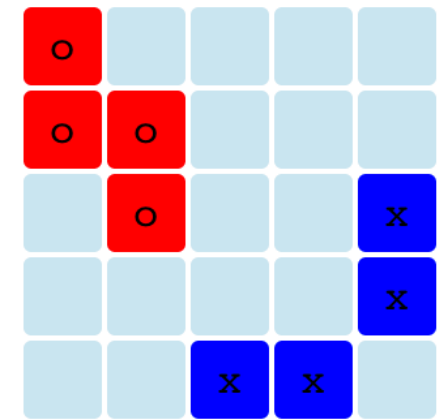
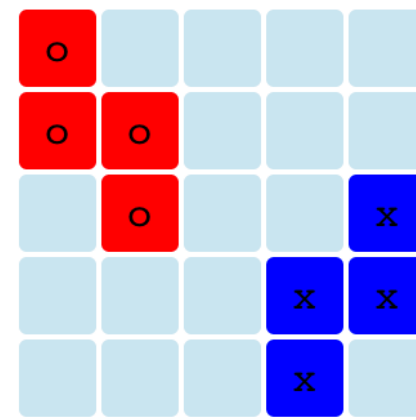
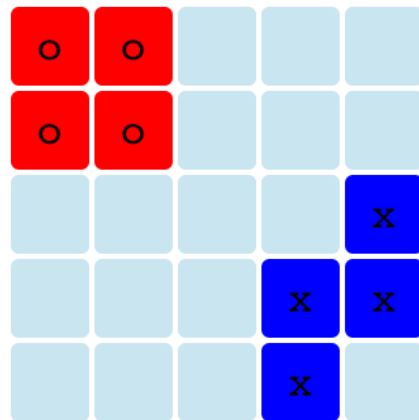
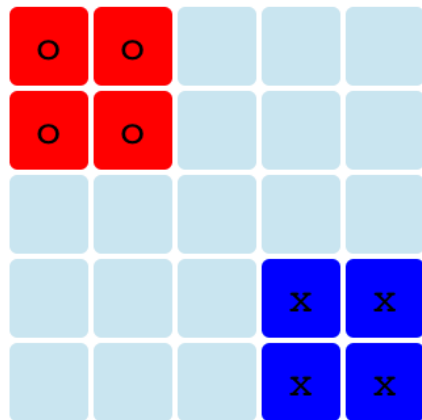
Ending the Game

The game ends when one player loses a pebble because the opponent pushed it off the board.

In the example to the right, x (blue) could win the game by pushing an opposing pebble off the board.



Example Game



Red
wins

Strategy

- Generally, staying away from the edge is a viable survival tactic.
- Placing a pebble inside enemy structures may block the opponent
- Separating one or two pebbles from the others is risky (see last slide)

Summing up: To win the game, one should try to push the other player's pebbles to the edge without giving up a stable formation that allows for reactions. Always keep in mind that the opponent may try to dodge your attacks or break your pebble formation.

