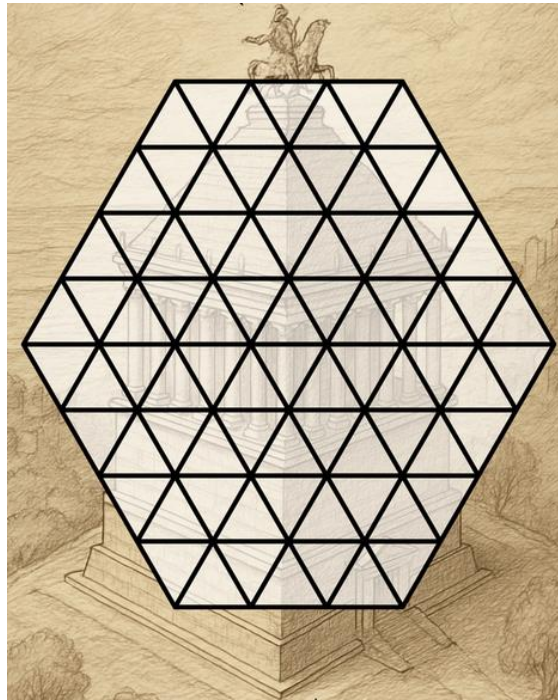


Mausoleum

2025, Simon Allmer, published at Allmer Games, <https://simonallmer.com/mausoleum>



- Players place all nine friendly stones on the two shortest rows on their respective sides of the board.
- In their turn, a player moves one stone in a straight line of empty spaces until it reaches the edge of the board or an occupied space (in which case it stops on the space immediately before it).
- A stone is considered fully encircled when it has no adjacent empty spaces.
 - A fully encircled stone is removed from the board if it is surrounded by a greater number of opponent stones than friendly stones
 - If an encircled stone has only one adjacent free field left, it is trapped and unable to move.
 - Note that fewer stones are required to complete an encirclement or a trap along the edge of the board
 - If two encirclements are formed in a single turn, both are resolved simultaneously, after their effects have been calculated.
- The game ends immediately when one player is reduced to fewer than four stones. Their opponent is declared the winner.
 - If both players have fewer than four stones at the end of the same turn, the game ends in a draw.