# AMOEBA

Amoeba is a game for 2 players invented by **Masahiro Nakajima**, the Curator of The Museum of Abstract Strategy Games, in 2010. It is an all-out strategy game following FlipFlop, RinneTensei and The Ring World (which won the "Award of Excellence" in the 7th Original Game Competition of the Game Amusement Society, also created by Masahiro Nakajima).

MATERIAL

- Board
- 10 white discs
- 10 black discs
- 1 white 'kernel'
- 1 black 'kernel'
- Carrying case

SETUP

Set up the board according to the following figure:
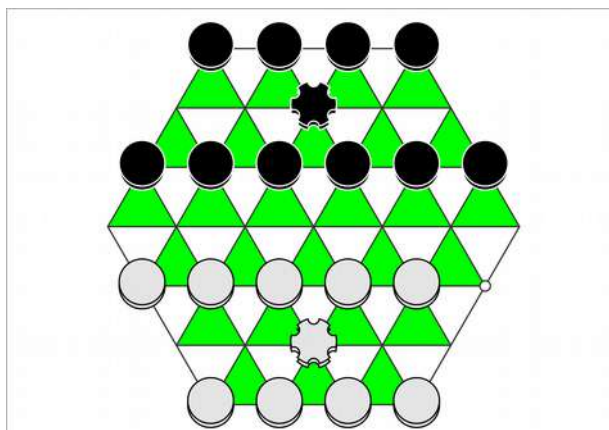
HOW TO PLAY

Each player has an allocated colour (White or Black). White starts. Players alternate turns during the game until the victory condition is reached.

Definition: a stack is a pile of pieces (discs or kernels) of any height (even just one piece). A stack is controlled by the owner of the colour of the topmost piece.

On your turn, **either** *move one of your stacks* **or** *sow all the pieces of one of your stacks along a line*. If you're not able to move you lose the game.

Moving

Move a stack in a straight line as many spaces as discs comprise the stack. Other stacks don't block the movement. If there is a stack on the destination point, place your stack on top of it, creating a higher stack.
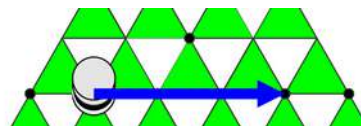
Example: a stack with 3 discs will move 3 spaces in a straight line

Sowing

As you move the stack, deploy its *bottom piece* on each step on each of the points *or stacks* along the line. All the pieces of the stack must be deployed.
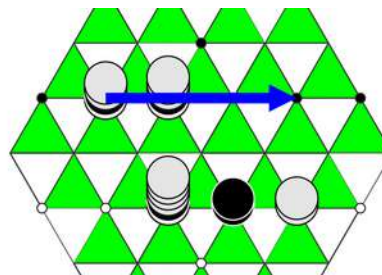
Example: The 3 pieces of the white stack are deployed along the line. Notice that one of the pieces is deployed on top of another stack

Notice that high stacks might not be able to move as they would end up outside the board, which is illegal.

GAME END

You win if, at the end of your turn, you control a stack with the enemy kernel in it or if your opponent has no available moves at the start of her turn.