

jaleo

A two-player strategic game, designed by
José Manuel Astilleros García-Monge

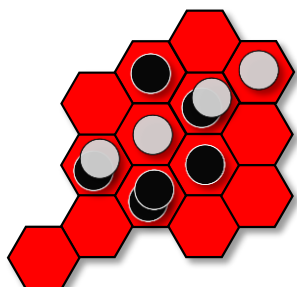
Jaleo is a loaded Spanish word which basically means a *muddle*. On this ever-expanding board muddled with discs, add, stack, and move them to create 4-in-a-line!

COMPONENTS

- 28 hexagonal red tiles
- 16 black discs
- 16 'ice' discs (white)

HOW TO WIN

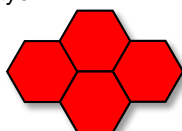
Make a four-in-a-line with your discs and/or your stacks (i.e. four-in-a-line when viewed from above).



Example of a game won by White.

SETUP

Place four tiles together to form a diamond-like shape in the middle of the playing surface. Set the rest of tiles aside as a pool. Each player selects a colour. Take the 16 discs of your colour. Select a first player.



Initial setup.

Variable Setup Variant: To place the initial four tiles, take turns placing a tile. Each subsequent tile must be adjacent to at least one other tile, keeping a honeycomb pattern.

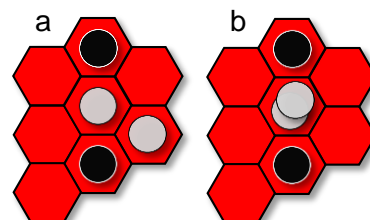
DEFINITIONS

A **stack** is a pile of two discs of any colour. A stack is controlled by the player whose disc is on top. A **single disc** is **not** considered a stack.

PLAY

Players take turns during the game until, at the end of a player's turn, someone has won (whether it's their turn or not). On your turn, you will either **stack**, **add**, or **move**. If you can stack, you must stack; otherwise, you can choose whether to add or move.

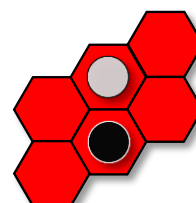
Stack (mandatory): If at the beginning of your turn, two or more of your single discs are adjacent to one another, you **must stack** one of those single discs atop an adjacent single disc of yours. Your turn is done.



It is White's turn. Because he has adjacent single discs, he **must stack** one atop another. He decides to stack the lower-right white disc on top of the upper-left one. His turn is complete.

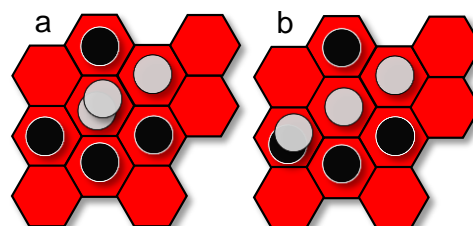
If you were not required to stack, you must either **add** a disc **and place** a tile, or **move** a disc (but never both).

- **Add** one of your discs to any empty tile. Then **place a tile** (if any remain in the pool) adjacent to at least one other tile, keeping the honeycomb pattern.



Both players have completed their first turn.

- **Move** the top disc of one of your stacks (thus it is your disc) onto an adjacent single disc (of either colour). You can neither move onto an existing stack, nor onto an empty tile.



It is White's turn. He can either **add** a new disc to any vacant tile and then place a tile, or **move** the top disc of his stack onto an adjacent black or white single disc. He decides to **move** the disc atop the lower-left black disc. White controls this new stack. His turn is complete.

The game ends in a draw if either the same configuration appears three times, or you both agree to a draw.

Notes:

- If you have multiple groups of adjacent single discs, you must **stack** only one time, and then your turn ends.
- You can hand your opponent a win if your **move** uncovers her disc.
- If **your move** gives you both four-in-a-line, **you lose**.
- If the tile pool is empty, you can still **stack**, **move**, or even **add**; just skip the tile placement after adding.

CREDITS

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