MABULA

Strategy game for 2 players by Néstor Romeral Andrés

GAME MATERIAL

• 1 game board | • 12 white marbles | • 12 black marbles

OBJECT

Two players take turns to move marbles from the edge of the game field into the middle, while other marbles may be pushed further on. The aim is for each player to form the largest connected group of his/her own-coloured marbles.
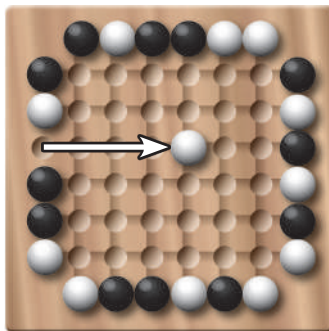

Example of a starting set-up.

PREPARATION

The marbles are randomly arranged on 24 spaces around the edge of the field. There is only one condition: more than two marbles of the same colour are never allowed to be placed next to each other (including across corners). The first player is nominated.
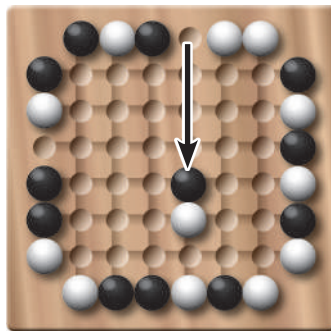
PLAY

The player on turn pushes one of his/her own-coloured marbles in a straight line from the edge to the middle of the game field. The following rules apply:

1. A marble may be moved any desired distance. If it comes across another or several other marbles already in the same row, it pushes them further along.
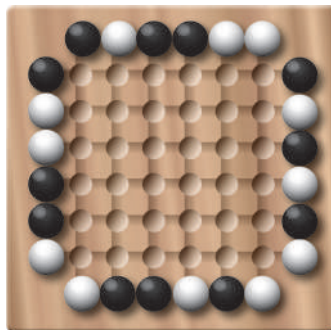

White makes the first move.

Black makes its first move, pushing along the white marble.

2. In the move sequence, no marble may be pushed off the game field to an edge space.

3. Any player who cannot move a marble loses a turn. If a marble can be moved again later, it must be put into play.
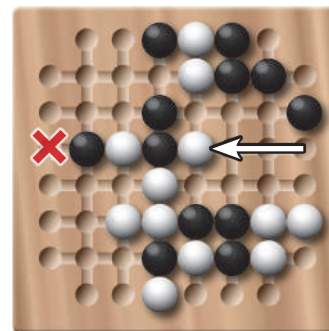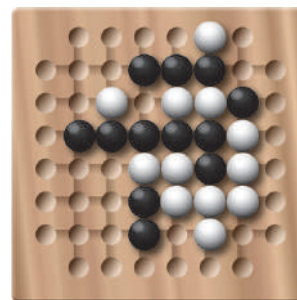   The player is forced to make a move.

GAME END

The match ends when neither player can make a valid move.

SCORING

The winner is the player who formed the largest connected group of his/her own-coloured marbles (diagonally neighbouring marbles are *not* considered connected).

White is not allowed to move any further; otherwise, the black marble would land on an edge space.

Black occupies 6 spaces with its biggest group; white's biggest group occupies 8 spaces. White wins.

OPTIONAL SCORING

The scores are calculated not for the largest connected group but for **all** groups of a player's colour, which are multiplied with each other.

In this scoring mode, black wins with 36 points (6 x 3 x 2 x 1). White scores 16 points (8 x 2 x 1 x 1).

Tip: the closer the group-size is to 3, the higher the result. The highest possible score is 3 x 3 x 3 x 3 = 81.

The players agree on the scoring mode before the start of the match.
Have fun with MABULA!
Complete playthrough example see page 14.