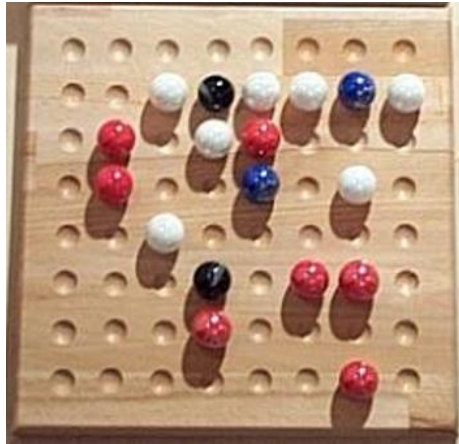


Siebenstein

1994, Jürgen Reiche, published at Siebenstein Spiele

The game is played on an 8x8 board,



Each player has nine stones (here, marbles), seven normal stones (red or white) and two blocking stones (one black or blue).

Definition: the *crane* is a four stone L-shape consisting only of normal stones of the same color

The 18 stones are placed on the board according to a given setup [I don't know which].

Rules

- On their turn, the active player may move either one of their own playing marbles or one of their blocking marbles.
 - A playing stone moves one space orthogonally to an empty space.
 - A blocking stone moves up to two spaces orthogonally, or alternatively one space diagonally.
 - A blocking marble can jump over an adjacent playing marble, landing on the immediate next position that must be empty.
- The player that first makes a friendly crane wins the game

Refs

- <http://sunsite.informatik.rwth-aachen.de/keirat/txt/S/Siebenst.html>
- <https://boardgamegeek.com/boardgame/131729/siebenstein>