Trio Trio, Mabambo and Soli-Bi rules (Frank Stark, Clemens Gerhards edition, 2010)

Translated from the original German rules by Víctor M. González, April 18th , 2013.

Game components: wooden board with a 5x5 inner grid and an outer field of four sides, five pits per side; 2 x 13 semiprecious stones.

Trio Trio

A strategy competition for two players, ages 8+.

Set-up: the game board is empty at the beginning, and each player receives 12 stones in one color. Players then alternate placing stones on the outer pits, six stones per player (see Figure 1).

'Three-stones' rule: on the outer field, a maximum of three stones per side, no matter what color, can be found at any time. This rule must be observed during the entire game.

Game goal: The winner is the player who first makes two Trios in the inner field. A Trio consists of three same-colored stones in a row (horizontal or vertical, but no diagonal). No stones of a Trio can be part of another Trio.

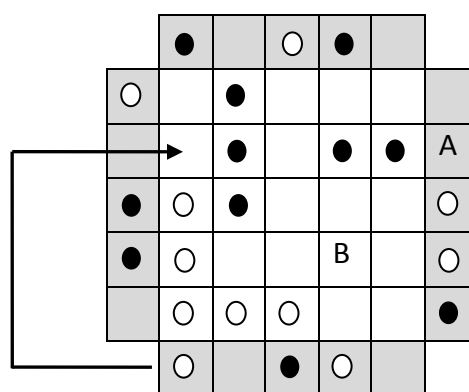The game ends when a player has completed his second Trio.

Figure 1. A: outer field, B: inner field

The white stone can jump in a straight line to the next available space

and thus finish a second white Trio

Game play: when three stones per side are found in the outer field, the players must move their own stones. Possible moves:

a) Jump: a stone from the outer field jumps in a straight line to the next free inner field in the same row. The stone jumps over a continuous series of pits occupied by stones of any color. As the game progresses, it may be possible to jump from one side of the board to the opposite side in the inner field.

b) pull: a stone already in the inner field is moved horizontally or vertically to an adjacent free pit. In addition, a different stone may be placed from the player's reserve into any free outer pit, always considering the limitations imposed by the 'three-stones' rule.

c) Introduce a new stone from the player's reserve: the stone is placed in a free outer pit (the 'three-stones' rule must be taken into account!).

d) parade: a player moves one of his stones from an outer pit to another free outer pit (the 'three-stones' rule must be taken into account!).

Mabambo

Set-Up: each player receives 13 stones in one color and places them in the inner field, as depicted in Figure 2. The starting player is determined as follows: player A takes his 13th stone in one hand. If the player B successfully guesses which hand contains the stone, he begins the game; otherwise, player A is the starting player.
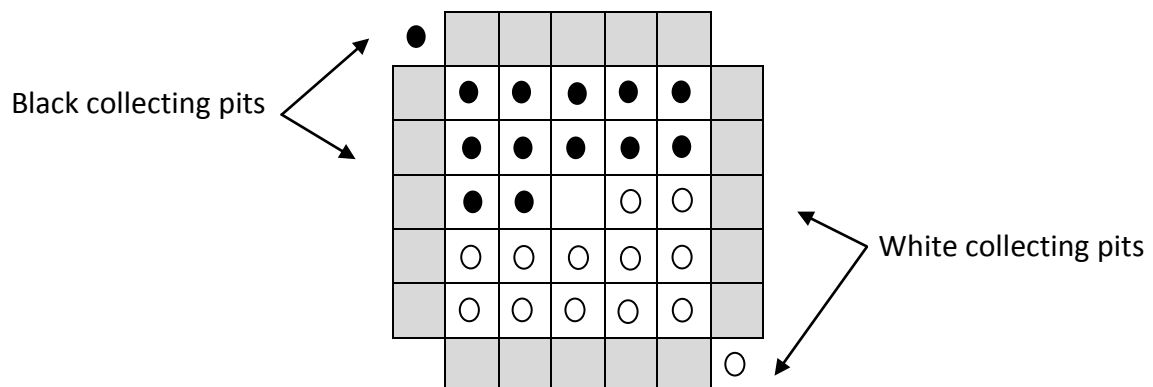

Figure 2. Starting position

Game start: the starting player chooses an opponent's stone and removes it, placing it in one of his collecting pits. He then places his 13th stone in the removed stone's original pit. Then, the opponent chooses an starting player's stone, places it in one of his collecting pits and moves his 13th stone to the just vacated field. However, the starting player's 13th stone cannot be removed from his inner field position.

Different starting situations are thus create through this exchange of stones, and therefore any new game is somewhat different from the previous ones.

Game goal: the winner is the first player to capture 10 stones from his opponent or to leave the opponent without legal moves. If both players have only four stones each in play, the game ends in a draw.

Possible moves: a player can only move his own stones, always horizontally or vertically, never diagonally. One's own stones can be jumped, the opponent's stones cannot.

a) jump: a stone can jump over at least one same-colored stone into the next available free pit.

b) pull: a stone moves to an adjacent free pit.

c) beat: opponent's stones can be captured by jumping over at least one own stone and into a pit occupied by an opponent's stone. The captured stone is then removed and placed into an owned free collecting pit.

Tournament-variant: three matches are played. The winner of a match receives as many points as empty collecting pits his opponent has. The loser can choose who'll start the next match. After three matches, the player with more points wins the game. In case of a tie, the player who won two matches is declared the winner.

Long-jump variant: a stone can make another jump immediately after performing a first jump. The landing pit after the first move must be empty; the final destination can be an empty pit or else a pit occupied by an opponent's stone.

Soli-Bi

A tricky challenge for one player.

Set-up: a checkered pattern is formed by placing stones in all 25 inner pits. The 26th stone is placed in any outer field and will be used to start the game (see Figure 3).
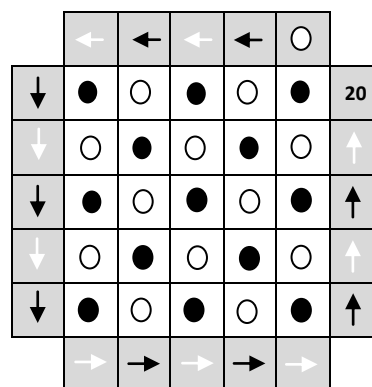

Figure 3.

Game goal: the aim of the game is to fill the outer pits with stones of alternating color.

Game play: the last stone placed in an outer pit is called 'Soli' stone. It determines the row/column from which the next stone must be removed as well as its color.

If the 'Soli' stone is white, the next stone must be black; if it's black, the next stone will be white.

A removed stone must be taken from the same row/column on which the previous removed stone (the current 'Soli' stone) lies. As an small aid, the external fields are raindrop-shaped. The pointy end of the field on which the 'Soli' stone lies always points to the row/column from which the next stone must be taken.

When removing a stone, it's place in the inner field must be occupied with an orthogonally adjacent stone, no matter which color.

The removed stone is placed alongside the 'Soli' stone, becoming the new 'Soli' stone. The outer pits should be filled in counterclockwise direction.

Important: the consecutive 'Soli' stones must alternate colors. No two same-colored stones can be found next to each other in the outer field.

The game ends when a player can't legally chose a new 'Soli' stone or else if all 20 outer pits are filled with stones of alternating colors.

Game variant: Level 1-5: The 'Soli' stones can be placed in any outer pit.

Soli-Bi tournament: several players can play a Soli-Bi tournament by comparing how many 'Soli' stones each player was able to place. For each match, the first 'Soli' stone is placed by a player other than the one currently playing.