GLAK

Players: 2-4
Game time: 30 minutes
Players' age – 7+

Game parts (common for GLIK and GLAK):
- 24 small game boards
- 80 stones, 20 in each four colors (yellow, red, green and blue)

Game objective

GLAK is an abstract logic game with small random element. Players gain points for surrounded territory plus some bonus points. The player with most points wins.

Territory created by a player must be completely surrounded by the player's stones and (or) by the brown fields (excluded from the game).
The following picture illustrates three of such territories:

Figure.1. Players' territories.
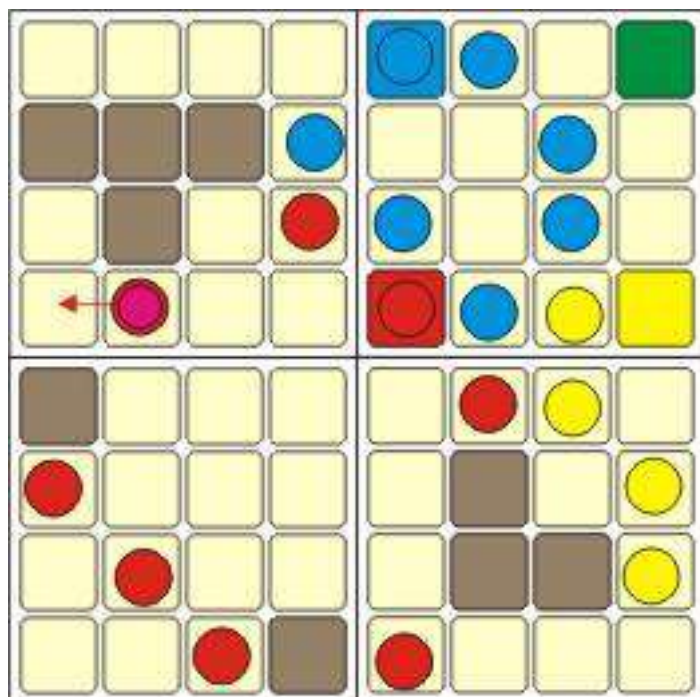
The blue player has 3 territory points, red – 14 territory points, yellow – 1 territory point surrounded by his two stones and three excluded fields.
It can be noticed, that moving the marked red stone in the direction of the arrow will make the red territory grow by one point.

When the game ends, players ged bonus points. Each additional territory created by a player gives him 5 points. Player having the longest chain on the board gets another 5 point bonus. Stones are considered to form a chain when they are touching each other vertically. Yellow and blue player have longest chains in the above example (made of 2 stones).

Important! The additional territory bonus appliest to independent territories only. Territory is independent if ***none*** of it's stones forms border of other territory.

Figure.2. Territories created by stones.
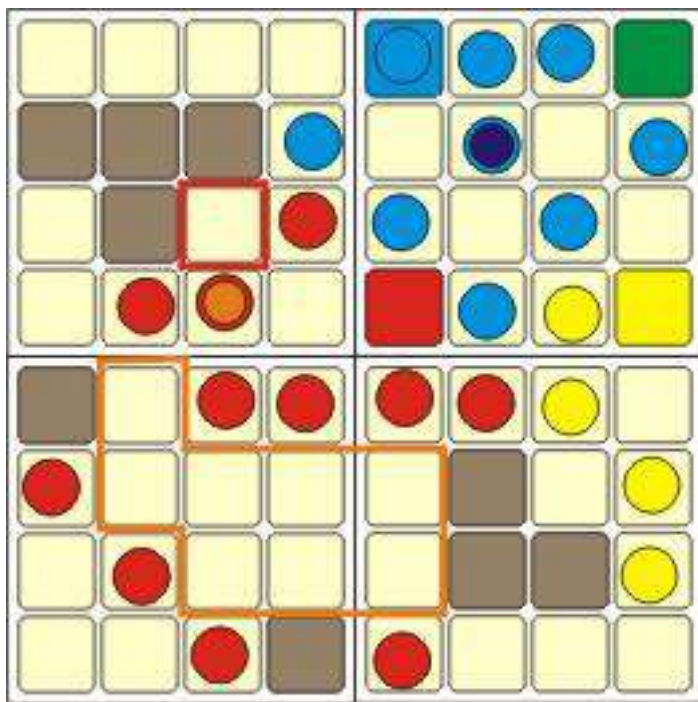
The above example shows dependent and independend territories.
The dark blue stone does not create three independent territories, because it is their common border. Red player created two independent territories – red and orange. None of the red stones creates common border of the two territories. The marked stone (red-orange) surrounds only the red territory and the red stone to the left of the orange one surrounds only the orange territory.

Set up

Place the starting board (the one with four colored corners) centrally. Shuffle the remaining boards and deal them to all players. With 2 players each player gets 4 boards, with 3 or 4 players each gets 3 boards. Rest of the boards are excluded from the game. Each player puts all his stones and boards (face up) in front of him. The youngest player starts.

The round

Game has two parts – starting and closing. Depending on the phase the player's round looks slightly different.

Starting phase (lasting as long as players have additional boards to place)

In this phase players perform two kinds of moves:
1. place additional board
2. use 5 action points

1. Place additional board. Player chooses one of his extra boards and adds it to the game area. The placed board must touch the rest of the board with at least one complete side. Correct (green line separating boards) and incorrect (crossed boards) examples are given below.

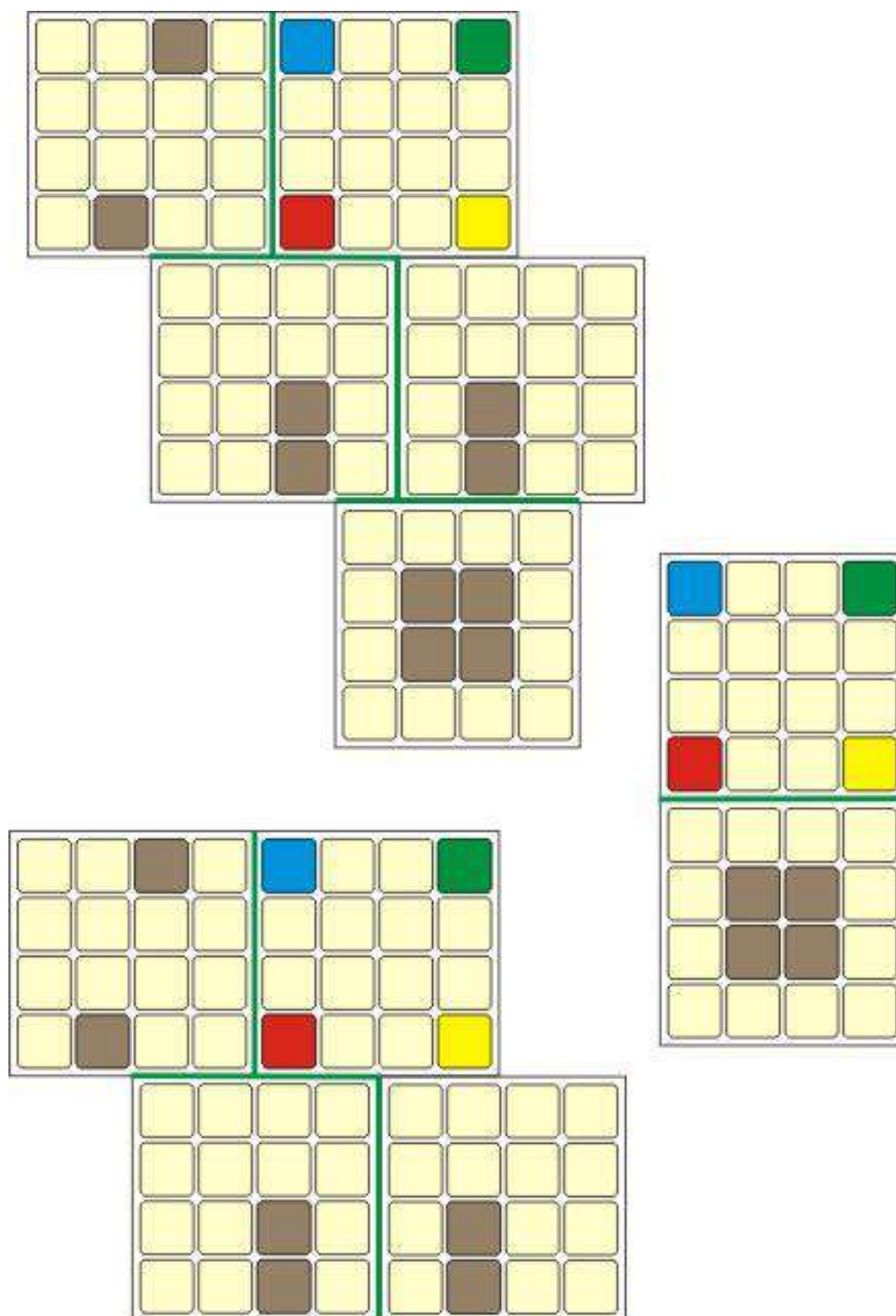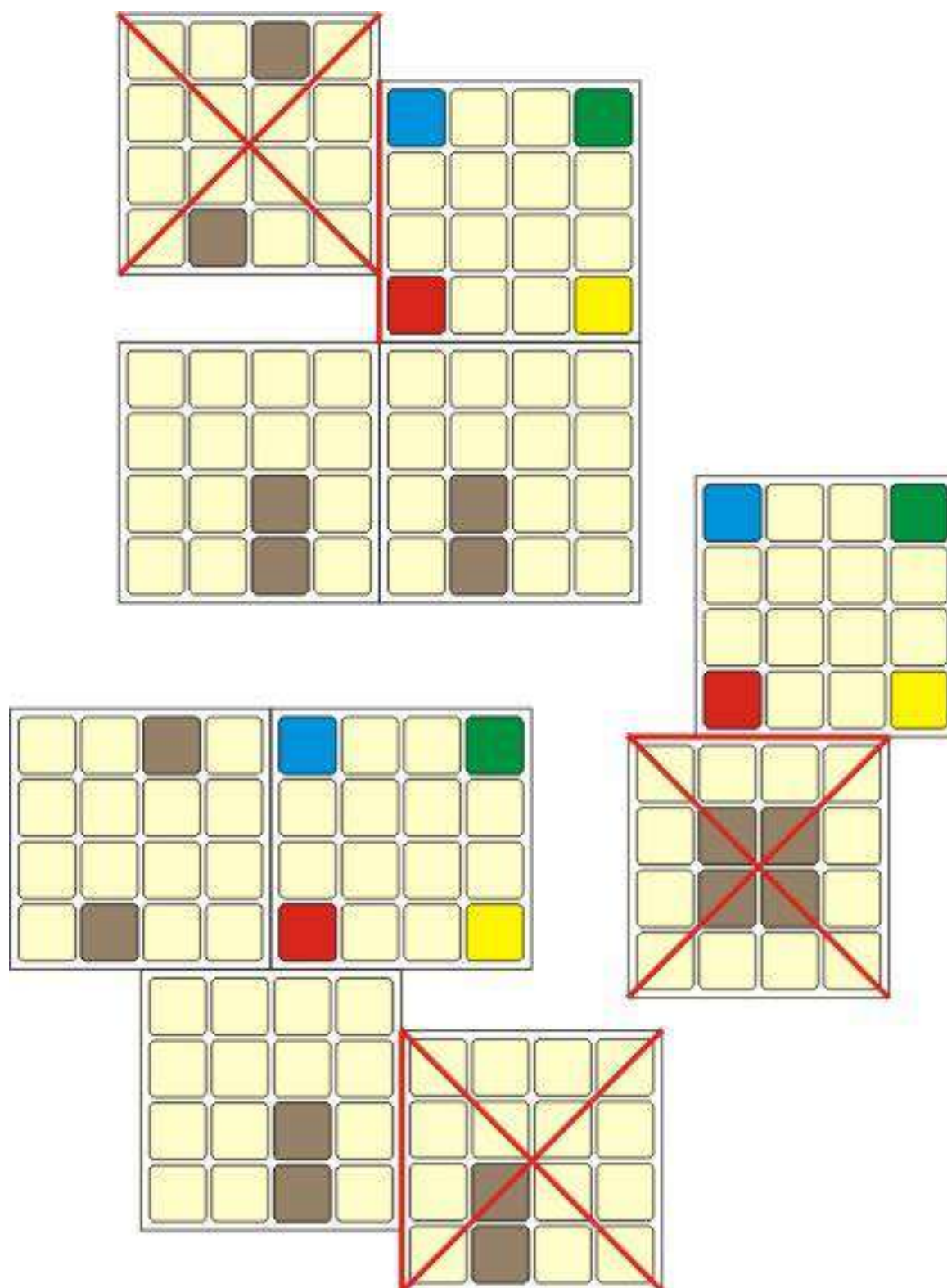Figure.3. Correct board placement

Figure.4. Incorrect board placement.

2. Use 5 action points. Each player has 5 action points to use. It's possible to place new stone on the board, next (vertically) to another stone of the same color or next to the player's starting field (vertically again). It's also possible to place player's stone on the starting field **of that player.** Placing one stone takes 1 action point. Apart from placing a stone, the player may move a stone already placed. Stones can be moved by one field, only vertically. Each move takes 1 action points.

There can be only one stone on a field. Stones can never be placed or moved onto excluded brown field or on other players' starting fields. When playing with 2 or 3 players stones may be placed and moved onto the unused starting field(s).

Important! In the first round the starting players has only 2 action points (APs), second player has 3 APs, third – 4 APs and fourth – full 5 APs. With less players the starting action points allocation grows accordingly (with 2 players the starting one gets 4 APs and the other one 5 APs).

Closing phase.

During this phase players may use their 5 APs (as in the starting phase) **or** move one of their stones (already present on the board) to any field in the board as long as the destination field does not belong to any other player's territory. This replacement takes all 5 APs.

End of the game

As soon as one of the players has only 2 or less stones left (after his/her turn), the final round begins. Every player (including the one with 2 or less stones) has one final turn to play and scoring begins after that. Victory points are awarded according to the following rules:

1. Each field surrounded by a player gives him one victory point.
2. The owner of the longes chain receives 5 victory points bonus. If two or more players have longest chains of the same lenghts, all of them receive the bonus.
3. Each additional independent territory brings it's owner 5 victory points.

The following picture shows a finished game.

Figure.5. Finished game.

Red player has 19 territory points.
Yellow player has 21 territory points.
Blue player has 24 territory points.
Green player has 16 territory points.

Blue and green player get 5 bonus points for independent territories, and red player gets 5 five points for the longest chain (11 stones).

The game is won by the blue player with 29 points, followed by red player – 24 points, green player and yellow player – both having 21 points.

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