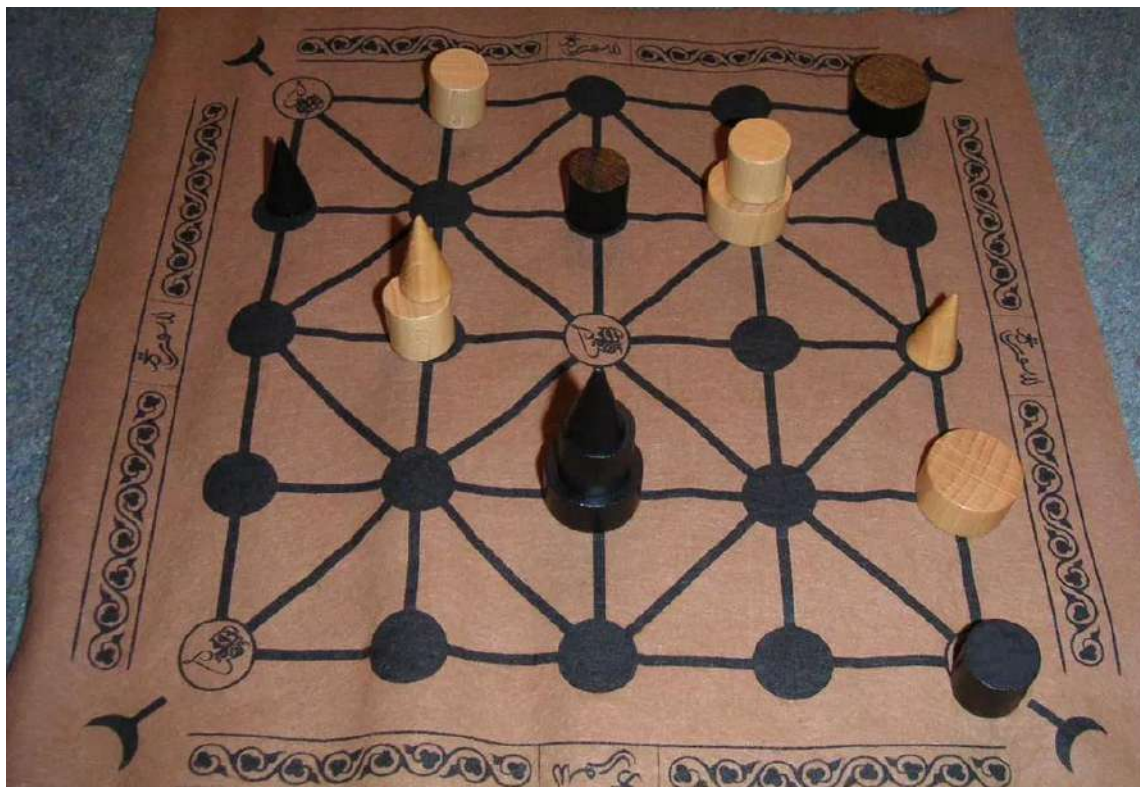


MINARETT

A strategy game for 2 players from 12 years of age, by Jurgen Reiche, from Siebenstein-Spiele.
Rules translated by Denis Arnold.



Each player has 12 pieces of one colour - 4 each of large (foundations), medium (towers) and small diameter (roofs) - which start the game off the board. Players take turns alternately to either place a piece on one of the 25 spaces on the board, or to move an already-placed piece. New or already-placed pieces can be placed not only on empty spaces but also on own or opponent's pieces. But always only smaller pieces may be placed on larger ones.

The Minarett

The aim of the game is to build a Minarett with pieces of your own colour. A Minarett consists of 3 different-sized pieces of the same colour on top of each other on a space. (That means with the largest piece underneath and the smallest on top).

The game is won when one of the players succeeds in either building a Minarett or capturing 3 of his opponent's pieces.

Placement and Movement of Pieces

There can be up to 3 pieces (1 L, 1 M, 1 S) on a space. Depending on the colour and number of pieces on a space, there are various things a player can do when moving pieces. Pieces may always be moved only along the black connecting lines between the spaces. If several pieces are on the same space, it is possible in one turn to move one piece alone or 2 or 3 pieces together (see "Types of Movement"). Pieces can be moved only over empty spaces or over occupied spaces which contain a piece larger than the largest moving piece(s) (see example top of RH column, page 1 of German rules). When a piece is moved over several spaces, in all types of movement (closed, half-closed or open - see below), the direction of movement can be changed (see 2nd example, page 1 of German rules). BUT in the course of a move, no piece may enter the same space twice.

Types of Movement (see lower half of RH column, page 1 of German rules)

Closed Move:

- single piece can be moved by only 1 space.
- tower of 2 pieces can be moved ass. a whole closed tower by 1 or 2 spaces.
- tower of 3 pieces can be moved as a whole closed tower by 1, 2 or 3 spaces.

Half-closed Move:

- With a tower of 2 or 3 pieces, the top piece can be moved by 1 space.
- With a tower of 3 pieces, the top 2 pieces can be moved as a whole by 1 or 2 spaces.

Open Move (see top half of LH column, page 2 of German rules):

- In an Open move, a tower of 3 pieces can be completely dismantled; there are 2 possibilities -
 1. Move just the top 2 pieces (middle and small). The middle piece is moved to an adjacent space, and the small piece one space further from there.
 2. Move all 3 pieces to an adjacent space. Then, from there, you move the top 2 pieces further as described under 1, above.

NOTE: in this case it is **not allowed** to move both of the top 2 pieces as a Closed move.

Also, a tower of 2 pieces can be dismantled with an Open move. Firstly, the whole tower (2 pieces) is moved to an adjacent space; then, from there, the top piece is moved one space further.

Ownership Rights

A player can only move a tower or part of a tower if the tower or the relevant part IS owned by him. A player owns a tower when he has at least as many pieces in it as his opponent. He owns a part of a tower when he has at least as many pieces in that part of the tower as his opponent. (see lower half of M column, page 2 of German rules).

Capturing an opposing piece

A player can remove an opponent's piece of his choice from the board if he achieves one of the following positions

Large Capture position:

Any 5 pieces of one colour that are all in a row (orthogonally or diagonally) at bottom level, 1. c. directly on the board and not on other pieces (see top illus. RH column, page 2 of German rules).

Small Capture position:

Any 3 pieces of one (his own??) colour and the same size in a row (orthogonally or diagonally) and directly next to each other at the same height (either each on 1 other piece or each on 2 other pieces). spaces which the pieces are on must be in a row and linked by lines (see 4 middle illus. RH column, page 2 of German rules).

A captured piece cannot be placed on the board again.

A player can win the game by capturing 3 of his opponent's pieces.

If a player has won an opposing piece by large or small capture, he can win no further piece later with the same or another of his pieces in the same position, i.e. on precisely the same spaces. (see bottom illus. RH column, page 2 of German rules).

If a move results in several positions which entitle opposing pieces to be captured, one piece per capturing position can be taken.

If (rarely) a move results in a capturing position for both players, they may both remove an opposing piece.

Winning the Game

The winner is the first to either capture 3 opposing Pieces or form a Minarett (all the same colour pieces!).

Important: To make it easier for beginners, we recommend that Minarett is at first played without the Small Capture position. It is then only possible to capture an opposing piece by the Large Capture position. Should you feel confident after a few games and wish to have a bit more complexity in the game, you can still revert to including the Small Capture position.

