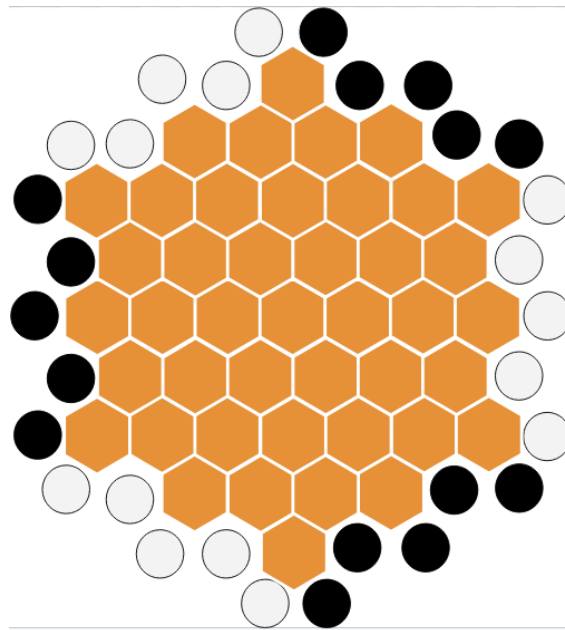


# Belaris

Andreas Last, c.2014



Players alternate turns. Each turn a player must place a stone on an empty field or on top of another stone but never onto the stone the opponent has just placed in their last turn.

Stones that have no other stones on top of them are active stones. A stone is inactive as long as there is another stone on top of it. That means in a stack of stones only the top stone is active.

A stone can only be placed if it is not adjacent to any other stone or if it affects at least 1 active stone by pushing it away or pulling it close. All stones that the placed stone can move must be moved:

If your stone is placed adjacent to another active stone of your color that other stone gets pushed away in a straight line onto the next field if that field is empty.

If there is a gap of one empty field between your newly placed stone and an active opponent's stone the opponent's stone gets pulled to your stone onto that empty field.

If you are out of stones before the game is over take one of your stones that is on top of another stone off the board and then place it again.

Players cannot place a new stone on top of the stone the opponent placed in their last turn.

**Goal.** The player who first establishes a continuous connection of active stones in their own color between two of their corners wins.