

Matobo

By Christwart Conrad, 2013



You want to build as many columns as possible and build them as high as you can. 39 pieces in five shapes are distributed on the board at the start of the game, identical shapes should not be adjacent.

For a starting move you place your pawn on a piece of your choice. Then, in each turn, you move your pawn, always across hex edges only. You have three choices for your move:

- 1) you move your pawn onto an immediately adjacent piece. Then you can either pick up the piece you just vacated and put it into your personal stock or - should you already have some pieces of the same shape - you can take all those pieces from your stock and stack them on the piece you just vacated and claim the column with a marker of your color. This stacking option can only be chosen if the column thereby created is at least equal in height to any other column of the same shape already on the board. A column that was claimed cannot be extended.
- 2) You jump over any number of empty hexes onto a piece and have then again the choice to collect the vacated piece or build a column on it.
- 3) You jump in a straight line onto an empty hex and can jump over any number of your own columns. You can never end a move on a column and cannot jump over columns or pawns of others.

When all pieces are taken you score the columns, "number of pieces x 2 minus 1 point", that is e.g., 9 points for a column of five pieces, as well as majorities in kinds of remaining pieces and win with the highest total. [\[ref\]](#)

In **Matobo** – originally demonstrated under the name *Säulen der Macht*, or "Pillars of Power" – players want to build as many columns as high as they can.



Players start the game with their knight in the center of the hexagonal game board, with each space other than the center holding a triangular, square, hexagonal, octagonal or round disc. On a turn, a player moves her knight in a straight line from its current location (crossing over any empty spaces) until it lands on a disc; if the space that the knight started from contained a disc, she picks up this disc and places it in her reserve. On a future turn, when this player would claim a disc of the same shape, she can either:

- Pick up the disc and add it to her reserve, or
- Take all the discs of this shape from her reserve and place them on the identically-shaped disc on the board, marking this column with a cylinder of her player color.

On future turns, if a player would move onto a column marked with her cube, she can instead use this column as a bumper and bounce her knight in another direction, thereby giving her more options for movement. As soon as no player can take any more moves, the game ends and players tally their points. A column with two discs is worth 1 point, a column with three worth 3, a column with four worth 5, and so on. Whoever has the largest score wins!

[BGG description]

