

# Mutternland

By Witt Spiele, 1997

## Materials

- 70 nuts
- 5 marbles per player (up to six players)



## Definitions

- A **free nut** is one with three or less adjacent nuts, and without a marble
- A **tower** is a stack of four nuts
- A **group** is a set of connected friendly marbles

**Setup.** The players place all the nuts connected in a single area, no matter what the final shape. The nuts are all placed on the base level (no nuts are initially stacked). Then, each player places alternatively the *opponent's marbles*, each marble on top of an empty nut.

On his turn, the player (optionally) moves a friendly marble and (optionally) move one free nut that is adjacent to a friendly marble.

A marble can:

- move to an adjacent nut which has, at most, one level difference
- jump over a friendly marble landing on the immediate next nut, that must be empty (the level differences must be respected, eg: it is valid for the moving piece to start at level 1, jump a friendly marble on level 2, landing on an empty hut on level 3).
- push one opponent marble a distance of one hut, if the final hut is empty and not on a higher level (same level, or lower, is valid).

- It is also possible to push off the marble from the playing area. In this case, the marble is given to his owner, that can drop it next turn (instead of moving) on a base level empty hut
- The pushing movement can be made by a line of friendly marbles (a phalanx), but always by just one hut

The free nut that the player chooses to move (which is adjacent to a given friendly marble M) can be taken from any level (so, a stack of free nuts can decrease). This nut then must be placed at another position adjacent to the group that marble M belongs to, and can be used to increase a neighboring stack.

- Notice that it is possible to split the playing area into disconnected parts

**Goal.** Wins the player that places three friendly marbles on top of three towers.



Nutland/Motherland. For 2-6 players from 10 years.  
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**Introduction**

Where is our motherland? We must build it!  
 With 70 nuts we build a different motherland every time. It is settled by up to 30 marbles and built up into nut towers. The first to climb a four floor nut tower is the nutland queen.

**Materials**

70 nuts, 30 marbles, these rules.

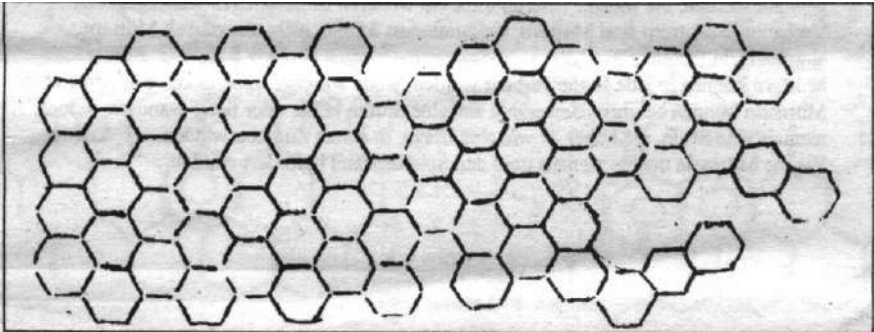
**Objective**

After the players have laid out a nutland you place your opponent's marbles. By marble and nut moves you try to form nut towers, trying to occupy one or more four floor towers with your marbles before your opponents can.

No. of players	Towers required to win
2	3
3	2
4+	1

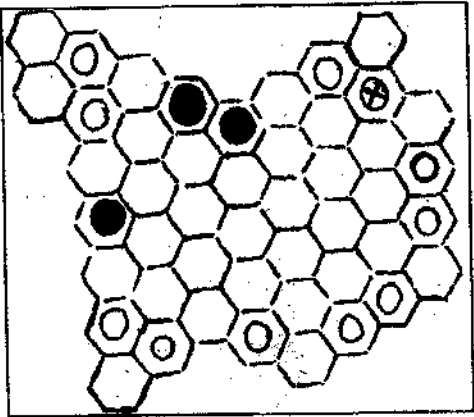
**Building the nutland**

The players together lay out all the nuts in a single connected area. You may choose any shape. It can be different every time. You can have lakes or peninsulas or anything.



**Placing the marbles**

The players choose their colour.  
 6 players: three marbles of one colour each.  
 5 players: four of one colour marbles each.  
 Any other number of players: All the marbles of the chosen colours are used.  
 The most diligent mother/nut amongst you goes first or you can draw lots.  
 You place your opponent's marbles, never your own.  
 Marbles are placed on nuts around the edge. Naturally you will try to place your opponent's marbles as unfavourably as possible. So..  
 You should avoid putting marbles of the same colour on adjacent nuts (otherwise they quickly form marble chains), likewise avoid placing them alone on favourable nuts.



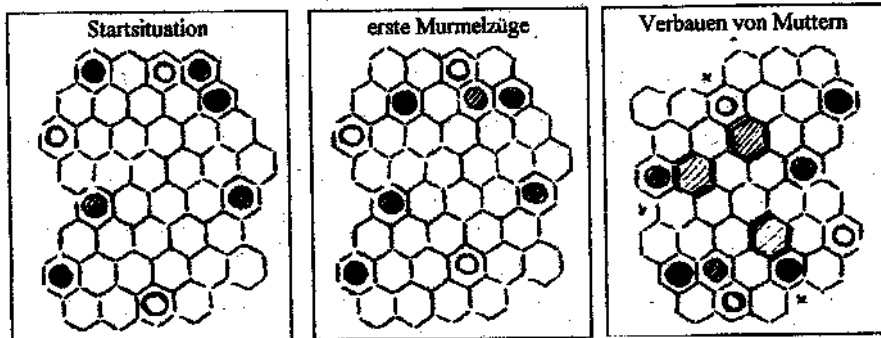
- Good places to put opponent's marbles. They have poor possibilities for development.
- Not such good places to put them, especially if you don't put any marbles of other colours with them. They have good possibilities for development.
- ⊗ Excellent possibilities for development, therefore a bad place to put them.

How good or bad the possibilities for development are depends on how quickly you get buildable nuts (to be buildable the nut must have at least

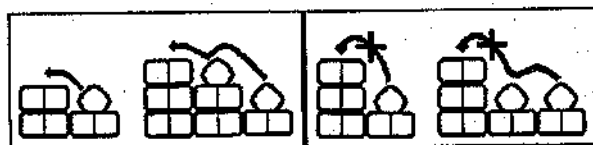
three free sides and be next to one of your marbles).  
 After players have taken turns, clockwise, and placed all the marbles the actual game begins.

**Moving the marbles and building with the nuts.**

The first player begins and the players take turns.  
  
 You always move only your own marbles. They can move one space or move over a chain of your own marbles and/or push an opponent's marble. Next, a buildable nut neighbouring one of your marbles may be placed on another nut neighbouring that marble, or it may be passed along a marble chain and placed next to one of the other marbles in the chain.  
  
 Buildable nuts are nuts which have three sides which do not border on other nuts. Nuts can be built to any level if there is no marble on the building site. As they move, marbles may go single steps higher or lower but never more than one level higher in one step. You cannot move your own marbles outside the playing area.



Look at the above sketches. A turn includes movement of a marble followed by movement of a nut. The sketch in the middle only shows the change after the marble moves without noting that, in fact, first nuts would be moved before another player can make a move.



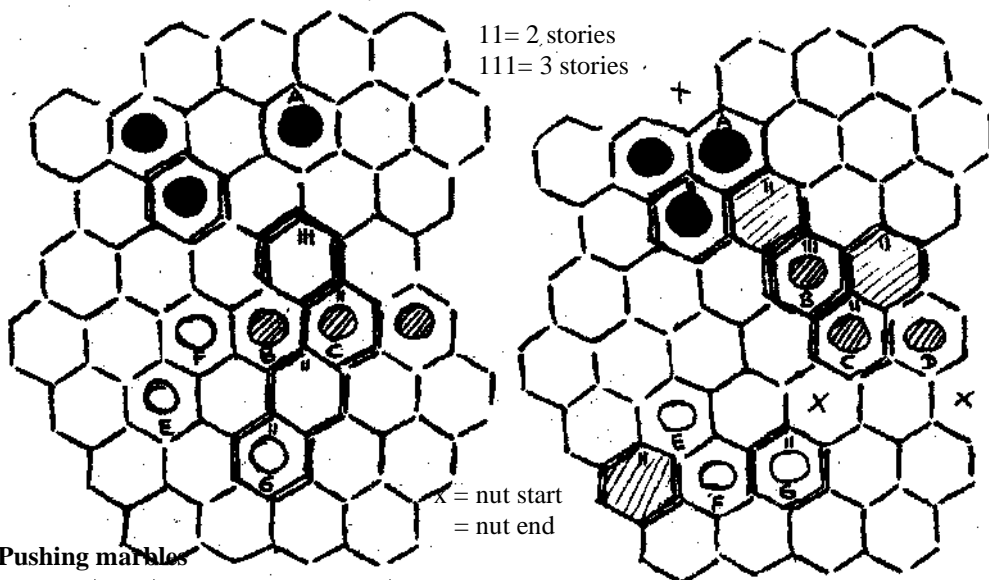
Disallowed

Allowed and disallowed moves.

Allowed

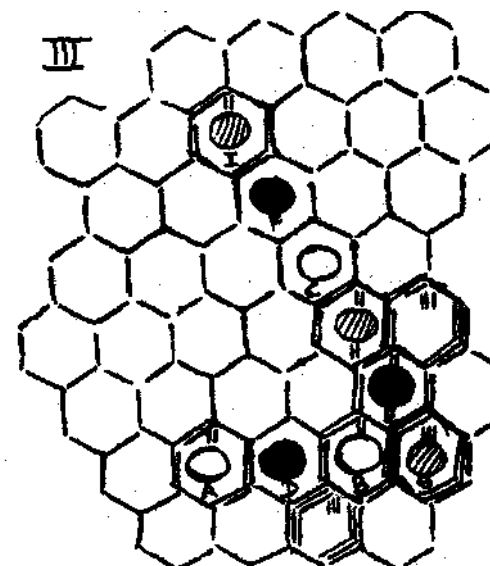
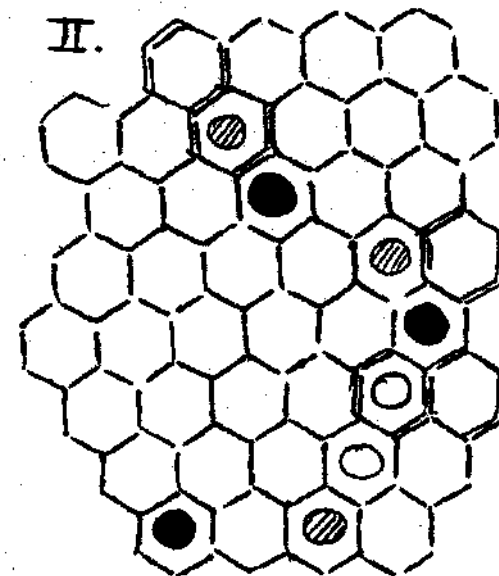
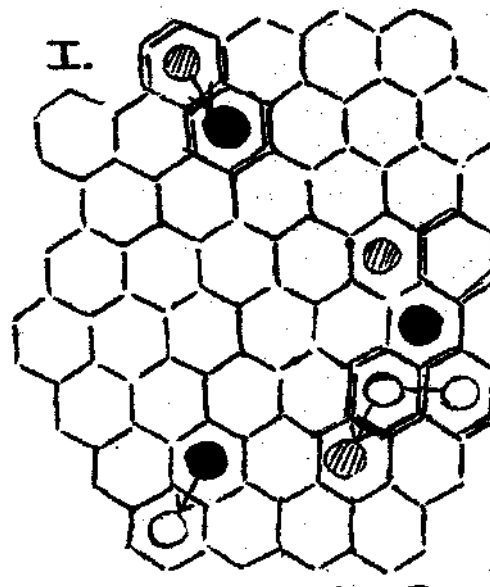
Illustration of the effect and possibilities of marble chains:

- 1 A moves a marble and moves a nut
- 2 B moves over C, D moves a nut
- 3 F moves over E, G takes a nut, passes it to F further, who places the nut.



Pushing marbles

An opponent's marble can be pushed if there is an empty space behind it at the same or a lower level or if the edge of the playing area is behind it. The owner of a marble which has been pushed off the board, must, if they want it to come back into play, name another player to place the marble at level one somewhere on the edge of the playing area. The normal move of the owner is gone but they may still move a nut. You cannot push a marble into an occupied or higher space.



1 + 11 Some examples of pushing. The white marble is pushed out of the nut land. White must name someone to place it at level one on the edge.

111 No marbles can be pushed - why?