

***SURIKATA** - das Erdmännchenspiel*

Ein Spiel von Adam Porter



SPIELMATERIAL

- Spielbrett Buche massiv, 20 x 20 cm
- 1 Erdmännchen
- 5 Termitenhügel
- 20 flache Spielsteine (10x weiß und 10x orange)



Gerhards
Spiel und Design

1, 2, 3 - wer schaut vorbei?





When the meerkats go hunting in southern Africa, there is always at least one of them keeping watch for potential enemies. But that is not so easy, since they can barely look over the dry grass, and termite mounds stand in the way everywhere.

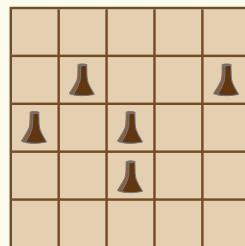
SET-UP OF THE GAME

To begin with, the empty gameboard is placed between the players. Players agree on who will play with which color and who will start the game. Put the playing pieces in your own color in front of you; they are your personal supply.

The termite mounds

The termite mounds form obstacles on the board and divide the playing area into smaller sections. With the placement of the termite mounds, you can cut off the meerkat's lines of view and specify where rows of 3 will be possible in the game.

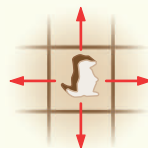
Beginning with the starting player, players take turns placing the termite mounds. The mounds may also sit directly next to one another. They will stay in place throughout the entire game (*see illus. 1*).



*Illus. 1:
A possible starting set-up*

The meerkat

The meerkat looks from its vantage point orthogonally (i.e., horizontally or vertically) in all 4 directions, all the way to the end of the respective rows and columns (= lines of view). But it cannot see over the termite mounds.



OBJECT OF THE GAME

You try to get your opponent to place at least 3 of his playing pieces in an orthogonal or diagonal row, or to make him unable to move.



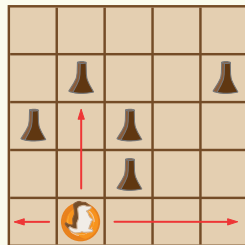
THIS IS HOW YOU PLAY

The player who has placed the last termite mound on the gameboard places his first playing piece and puts the meerkat as a marker on top of it.

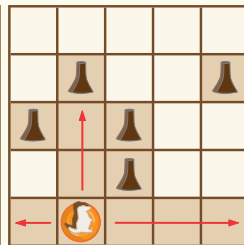
The players alternate turns. The following rules apply:

- You may place a playing piece on any unoccupied space, as long as it is not orthogonally (horizontally or vertically) in the meerkat's lines of view (*see illus. 2*).
- The termite mounds disrupt the meerkat's sight. You are allowed to place a playing piece on the spaces that are behind the termite mounds as seen from the meerkat's point of view, since they are not in its field of vision anymore (*see illus. 3*).
- Once you have placed a playing piece, you immediately put the meerkat on top of it. This way, you change the lines of view, thus determining the spaces that will be blocked for your opponent's next move.
- You always take the playing pieces from your own supply. Once a playing piece is lying on the gameboard, it may no longer be moved.
- You may not voluntarily skip a turn. If you are unable to place your playing piece according to the applicable rules, you lose the game immediately.

Illus. 2 and illus. 3:
Orange places her first playing piece in such a way that the meerkat blocks the spaces on the lines of view to the next termite mound. The spaces behind the termite mound are not in the meerkat's field of vision anymore. The potential spaces for White's next move are marked in white.



Illus. 2



Illus. 3



END OF THE GAME

There are three possible ways the game can end.

You win as soon as:

- your opponent has placed at least 3 of his own playing pieces in an orthogonally or diagonally **continuous** row (see *illus. 4*).
- your opponent is unable to move, since all free spaces are within the meerkat's lines of view (see *illus. 5*).

The game ends in a draw if:

- the players have placed all their playing pieces and no 3 or more playing pieces are lying next to one another in any direction (orthogonal or diagonal) (see *illus. 6*).



Illus. 4:
White has only 1 free space left for placement, but since he is forced to move, Orange wins.



Illus. 5:
White is unable to move;
Orange wins.



Illus. 6:
With no more than 2 playing pieces together in one row, the game ends in a draw.