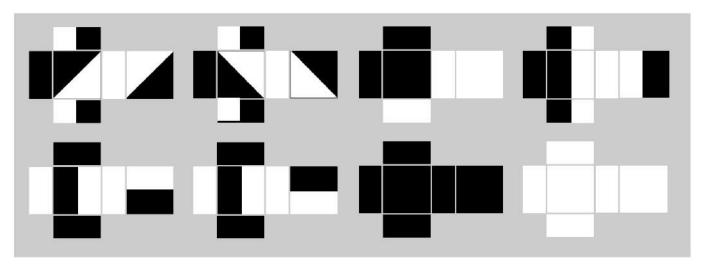
MONOCH

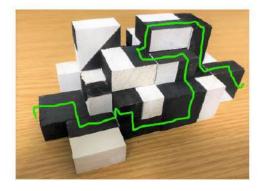
Monoch is a game in which black and white blocks are combined. The goal is to be the first player to connect both ends of the blocks (Obi) in your color while meeting the building requirements.

MONOCH What is it?

Monoch plays with three of each of the following eight block types, for a total of 24 pieces.



The block type is rectangular with length:width:height = 1:1:0.5 inch. The purpose of this game is to place these blocks making a path of black or white strips from one side to the other.

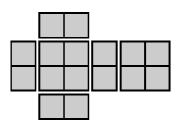


For example: if you follow the black strip like the green line above you can see the connection from one side to the other side of the playing area. In addition, since the white strip is broken and not yet completed, the black player would win for completing their strip first. (note that it is not visible however the both sides of the black end blocks are black on the outer edges)

Block Placement Rules

Divide the block surface into 16 points as seen here*. Arrange the blocks so that at least onepoint overlaps. In addition, when placing a new block make sure it touches two or more blocks already placed. Also, it is not possible to place a gap under the block

* Other starting patterns may be used if all players agree.

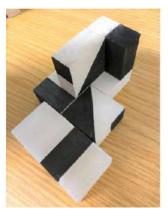


"Obi" means that the strip and arrangement is not interrupted during the placement described above. This refers to the connected state – blocks may not be moved once placed. In other words, connect the same points of the block with the same color while not modifying the existing Obi. (Two or more points can be connected at once) "End" is the closest point on the block closest to the player. The game is over when one player completes their colored strip and completes the following conditions:

If the same color block is at each "end".

The number of passing blocks must be 6 or more at the shortest distance.

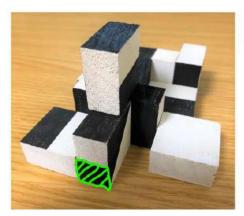
Connecting obis with less than 5 pieces is not considered clear.





Do not leave a gap below, or place blocks diagonally

The Black strip is connected from end to end.



For the black player, the green point is the "edge".

The point at the end of the block at the end is the edge.

Gameplay (2 and 4 Player Variants)

- 1) The First player is determined by some method (such as rock-paper-scissors, youngest player, etc).
- 2) If 2 players sit face-to-face, if 4 players sit opposite your team mate in a "+" fashion .
- 3) First player declares their team color. In case of 4 players, the player sitting opposite (teammate) is the same. Teammates may NOT discuss actions while playing.
- 4) Players take turn clockwise connecting obi (playing one block per turn). The remaining players will play in the other game.
- 5) Check the game end conditions (Obi connected more than 6 strips long)
- Note 1) Only the first block can played in contact with one other block, all others must touch two blocks. Note 2) Don't move an already placed block.

By repeating this, the first player (or team) who can connect the obi is cleared.