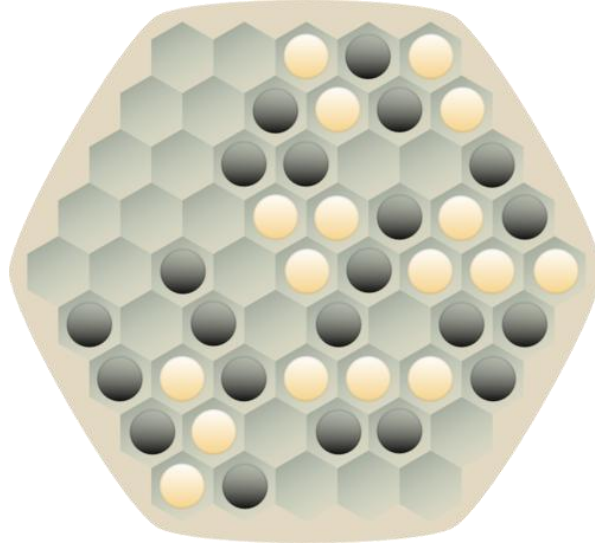


MANALATH

An abstract game
by Dieter Stein and Néstor Romeral Andrés
for 2 players.



Material: a hexagonal gameboard with 61 cells,
30 white and 30 black pieces.

Pieces of the same color placed on adjacent cells are called a **group**.

RULES

The board is initially empty.

The two players, Black and White, take turns placing pieces
on unoccupied cells on the board.

Players may place pieces of their own **or** of their opponent's color,
as long as there are pieces available.

A piece may **not** be placed such that a group of **more than 5** pieces is created.

If, at the end of a player's turn ...

- there is a group of 5 of their opponent, they win
- there is a group of 4 of their opponent, they lose

If a player cannot make a valid move they lose.

<http://spielstein.com/games/manalath>

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