

Mabi

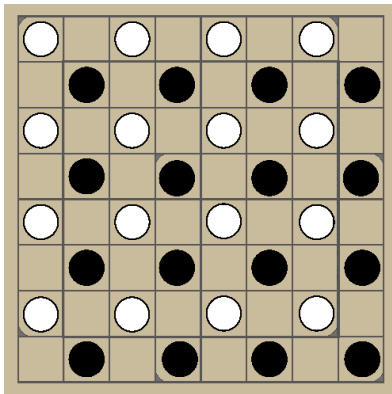
Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

Mabi is a unification game where the goal is to create adjacent groups that are larger than your opponent. It uses an unusual mechanic that combines group size and immobilization (fixing of pieces).

SETUP

Arrange the pieces in an 8x8 area as shown in the diagram. Decide who will play as white and who as black.



Initial setup

DEFINITION

In this game, "adjacent" always means adjacent in the vertical or horizontal direction. In other words, diagonals are not considered adjacent.

A "group" refers to pieces of the same color that are adjacent to each other.

GAMEPLAY

White is the first player to move, and each player takes turns moving one of their colored pieces. On white's first turn only, the player must move one of seven pieces of friendly color touching the edge of the board.

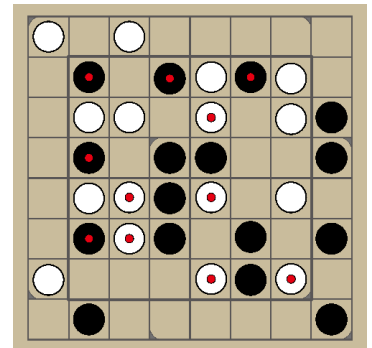
Unless a piece is "paralyzed" (see below), it can only move one square vertically or horizontally toward an empty square. However, if you are the owner of the largest and only group on the board, you may not move any piece belonging to that group.

You can also pass your turn, but once you do, you will not be able to take a turn until the next opponent passes. If two players pass in succession, the game ends.

The same state of the board may not be repeated three times.

PARALYSIS

All pieces become paralyzed and cannot move if they are adjacent to an enemy group larger than the group to which they belong ("mabi" is a reference to the Chinese word for paralysis).



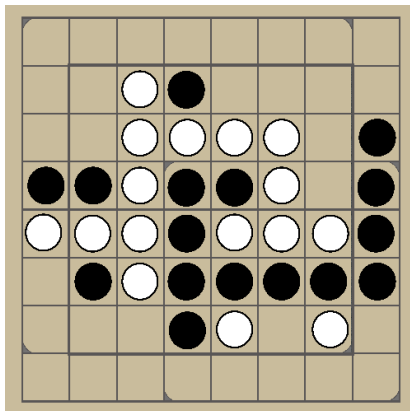
Red dots indicate paralyzed pieces.

Please Turn Over ⇒

GAME END

The game ends when two players pass in a row. The player with the larger group wins.

In case of a tie, the player who made the largest group first wins the game (the count is reset if you dismantle a group during play).



White wins by 14 to 12.