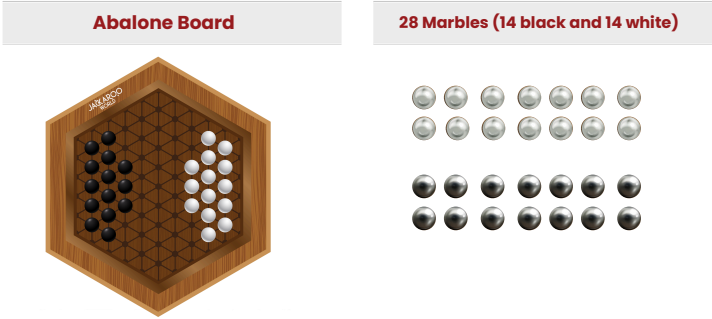# Abalone Board Game ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣

Abalone is a captivating strategy game played worldwide! Invented in 1987 by Michel Lalet and Laurent Lévi, it's easy to learn yet deeply strategic. With a sleek hexagonal board and marbles, two players engage in a tactical battle of strength and positioning. Push your opponent's marbles off the board—but beware, every move counts! Do you have what it takes to dominate the board?

Game Set ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥ ♥

Abalone Board	28 Marbles (14 black and 14 white)

Steps to Set Up ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠ ♠

1 **Prepare the Board:**
Place the Abalone board on a flat surface where both players can easily reach it.

2 **Distribute the Marbles:**
Each player chooses a color and takes 14 marbles of that color (Black or White).

3 **Position and get ready:**
Players sit across from each other and place their marbles on their correct position.

Objective ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣

Abalone goal is to push six of your opponent's marbles off the board before they do the same to you. Players take turns moving one, two, or three of their own marbles in a straight line or sideways, strategically positioning them to push their opponent's marbles off the edge. A player can push their opponent's marbles only if they have a numerical advantage in a line.

Start of the Game ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣ ♣

Each player chooses a color: black or white. Each player has 14 marbles

The marbles are arranged in a specific starting position:

- 14 White positioned as follows
- 14 Black positioned as follows

Black always moves first.

White	Black

Movement

Players take turns, moving one, two, or three marbles in a single move.

Moves can be:

- **In-line move:** Moving a row of one, two, or three marbles forward or backward in a straight line. Moving a row of one, two, or three marbles left or right in a straight line.
- **Side-step move:** Moving one, two, or three marbles sideways to empty free spaces. Can't push opponent's marbles with a sideways move.

Gameplay

A player can push their opponent's marbles if they have a **numerical advantage**:
- **2 marbles** can push 1.
- **3 marbles** can push 1 or 2.
- **3 cannot push 3 or more**

Players alternate turns, attempting to push their opponent's marbles out of play.
The first player to push six of their opponent's marbles off the board wins the game.

Tips for Playing

- Staying in the middle prevents your marbles from being pushed off easily.
- Keep your marbles grouped to maximize pushing power.
- Sometimes sacrificing a marble for better positioning can be worth it.
- Predicting your opponent's next moves is key.

Abalone is a strategic game that challenges to think ahead, control space, and outsmart your opponent. Stay sharp, plan your moves, and push your way to victory!