



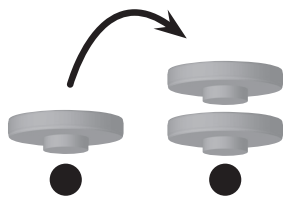
AVALAM[®]

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Preparing the game

Place all 48 counters on the holes, alternating the colours.



Rules of play

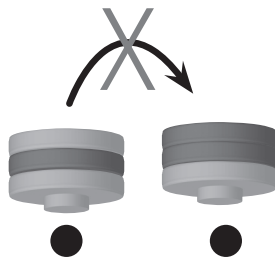
Each player chooses a colour.

Players can play with all counters, including those of their opponent.

Aim of the game

Having as many towers as possible of which the top counter is in your colour.

A tower consists of a maximum of five counters.



A tower belongs to the player with the colour of the top counter.

A single counter is a tower as well.



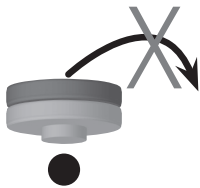
8 points



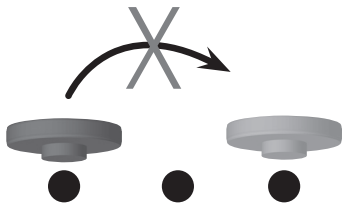
6 points

Moves

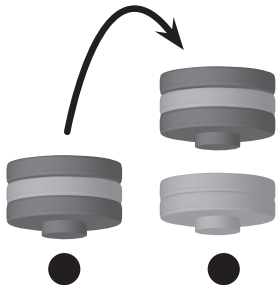
On his turn, each player may move any single counter or tower. All players can therefore play where they want. A move consists of placing the counter or tower on any adjacent cell (diagonal as well) which is occupied by another counter or tower (**never** on an empty cell).



- ➔ In other words: every move has to free a cell.
- ➔ It is forbidden to pass over an empty cell.



All counters (1 to 4) of a tower must be moved at the same time. A tower cannot be moved anymore once it contains five counters.



A tower can only grow, never shrink. When a counter or tower is isolated on all sides, it cannot move or change owners.

Ending

The game continues as long as there are counters to stack.

The game ends when no more legal moves can be made.

The board can then only contain isolated counters or towers.

Only the top counter counts.

- ➔ The winner is the player who has the highest number of isolated counters or tower tops in his colour.



8 points



6 points

- ➔ A tower is always worth ONE point, irrespective of the number of counters it contains.

If the two players end up with the same score, the winner is the player with the highest number of five counter towers (with his colour on top).