

ANAKONDA

A strategy game for 2 players - ages 8 and up.

Playing time: approx. 30 minutes.

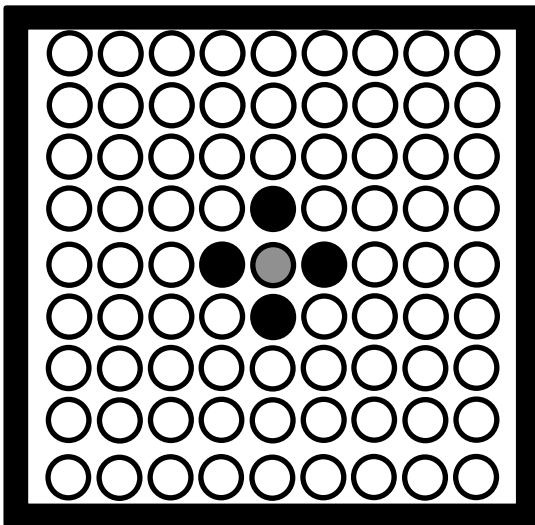
Contents:

- 1 wooden board (this game makes no use of the red dots painted on the board)
- 14 light colored balls
- 14 dark colored balls

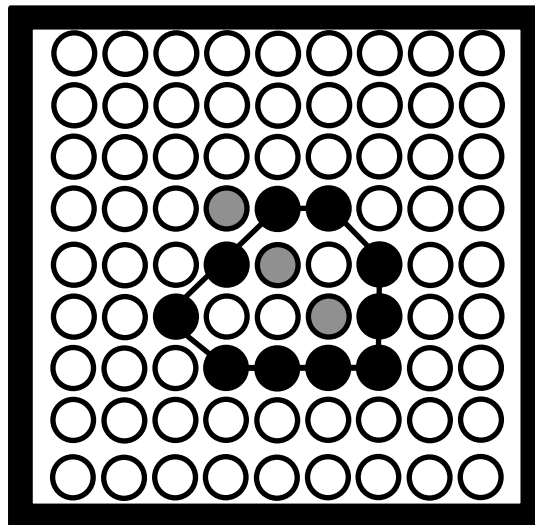
Object:

To be the first player to trap at least one of the opponent's pieces.

The smallest possible trap involves surrounding an opponent's piece at its four corners (see fig. 1). A larger trap can involve a sequence of pieces surrounding one or more of the opponent's pieces. The pieces must form an uninterrupted chain- vertically, horizontally, and/or diagonally around the opponent (fig. 2).



Sketch # 1



Sketch # 2

Setup:

Players sit at opposite sides of the board. Each player picks a color (light or dark). Players decide who goes first.

Play:

This game has two phases- phase 1 involves placing the pieces onto the board. Phase 2 involves moving the pieces around on the board. Please note - the game can end during the first phase, without having to enter the second phase.

Phase 1-

Players take turns placing their pieces onto the board, two pieces at a time, while trying to trap at least one of the opponent's pieces.

Both players must place their first two pieces within the central square of the board. After their first turn, players may place pieces anywhere on the board.

Phase 2-

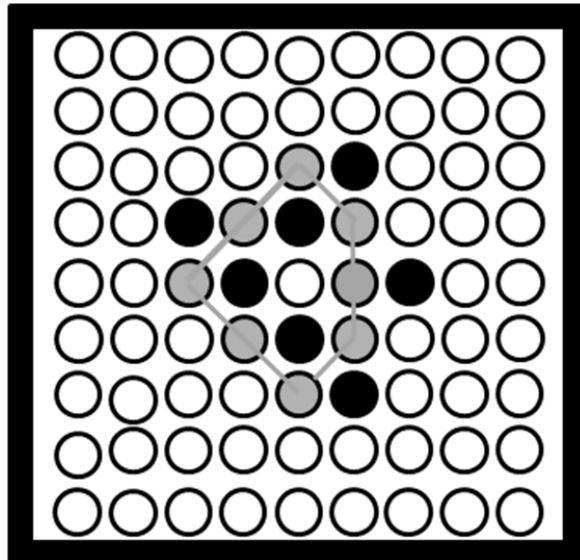
Only once all of the pieces have been placed on the board, players take turns moving their pieces, two at a time, across the board.

Pieces may be moved to any available space on the board.

Winning:

The winner is whoever succeeds in trapping one or more of their opponent's pieces.

A player wins even if there are some of their own pieces within the trap, in addition to the opponent's, and even if the opponent's trapped piece is connected to more of their pieces outside of the player's trap.



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