

DIETER STEIN

abande

INTRODUCTION

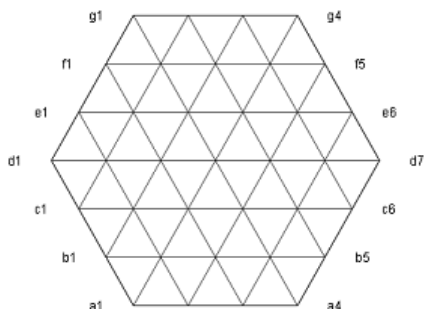
Abande is an abstract board game. Two players in turn enter new pieces on the board or move pieces already placed to capture opponent pieces and end up with the highest score.

EQUIPMENT

- An hexagonal board providing 37 spaces.
- 2 x 18 pieces, in white and black color for each of the two players.

BOARD

Abande is played on a hexagonal board providing 37 spaces.



Pieces are placed on the intersections of the lines. Please note the special coordinate system of the hexagonal board.

PIECES

Each player is provided with 18 stackable pieces in white or black respectively, which are placed in front of each player. These are called the "pieces in hand".

Initially the board is empty.

OBJECT

Players attempt to get the highest score. Each piece or stack on board under a player's control is added to the final score. Regarding stacks, the topmost piece determines its owner.

SEQUENCE OF PLAY

Players move in turn. The player playing the black pieces starts the game by entering a piece somewhere on the board. This is called the "initiative" in contrast to a regular move, which can be:

- **enter** a new piece on the board, or
- **move** a piece (or a *complete* stack) already on the board on top of an adjacent opponent piece (or stack), or
- **pass** the turn, which is possible only if you have no more pieces in hand.

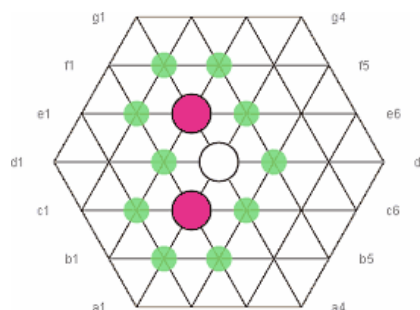
If both players pass their turn in sequence, the game is ended.

THE "BAND"

In any stage of play all pieces on the board must be connected. There must be one single "band" (hence the name Abande). Please note that this band can include patterns like forks or networks.

ENTERING A NEW PIECE

As long as you have pieces in your hand and you do not want to or cannot **move** a piece already on the board you must **enter** a new piece on an empty space connected to the band.

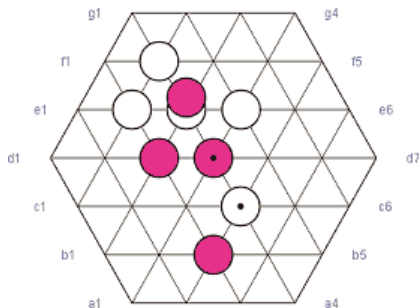


New pieces must be placed adjacent to other pieces (or stacks) already on the board.

MOVING A PIECE

Instead of entering a new piece you can also move a piece (or a *complete* stack under your control) already on the board:

- Pieces or stacks move one space into any of the 6 directions on the hexagonal board.
- Pieces or stacks always capture by moving on top of an opponent piece or stack. They cannot move to an empty space or on top of a *friendly* piece or stack.
- Stacks cannot grow larger than 3 pieces high.
- Stacks cannot be split.
- Moving is allowed only after Black has entered the second piece, i.e. Black cannot directly capture White's reply to the initiative.



Possible captures for White: e2-d3, e2-e3, e4-d4, e4-e3, f2-e3. Possible captures for Black in the same position: b3-c4, d3-e2, e3-e2, e3-e4, e3-f2 (note: the complete stack on e3 is moved).

The marked pieces on c4 and d4 are fixed and cannot be moved.

PASSING A TURN

If a player has no more pieces in hand, he can pass his turn, i.e. he does not need to make a move. However, he does not lose the right to move again in a subsequent turn.

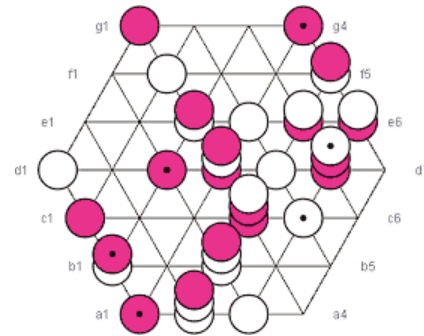
END OF THE GAME

If both players pass their turn *in sequence*, the game is ended.

SLEEPING PIECES

Before players sum up their scores, pieces or stacks, which have no connection to an opponent piece, are removed from the board (note that pieces *within* mixed stacks are *not* connected in this sense).

Also note that by removing sleeping pieces, it is possible that the band is split.



The marked pieces and stacks are "sleeping" and will be removed.

SCORE

After that, each remaining piece or stack is counted:

- Add 1 point for every single piece of your color.
- Add 2 points for every double stack you control.
- Add 3 points for every triple stack you control.

The player with the higher score wins the game of Abande. If both players get the same score the game is drawn.

In the above example Black wins the game by 12-15 points.

Visit <http://abande.com> for tips and strategies.