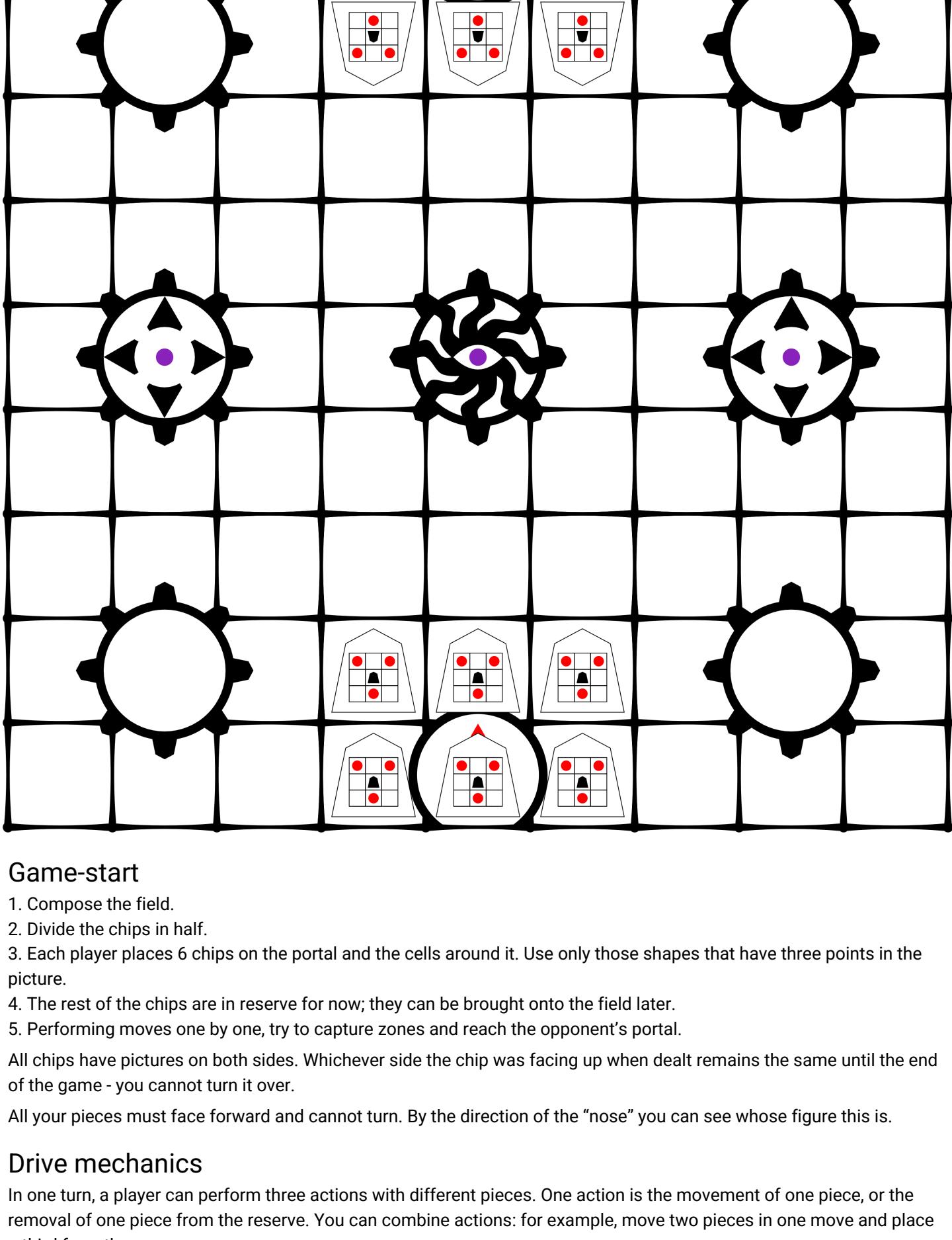


# Almajara - Layer 1

The first layer of rules uses only the basic mechanics of the set. Not all mechanics included in the game are used for training. Suitable for ages 7+ years.



## Game-start

1. Compose the field.
2. Divide the chips in half.
3. Each player places 6 chips on the portal and the cells around it. Use only those shapes that have three points in the picture.
4. The rest of the chips are in reserve for now; they can be brought onto the field later.
5. Performing moves one by one, try to capture zones and reach the opponent's portal.

All chips have pictures on both sides. Whichever side the chip was facing up when dealt remains the same until the end of the game - you cannot turn it over.

All your pieces must face forward and cannot turn. By the direction of the "nose" you can see whose figure this is.

## Drive mechanics

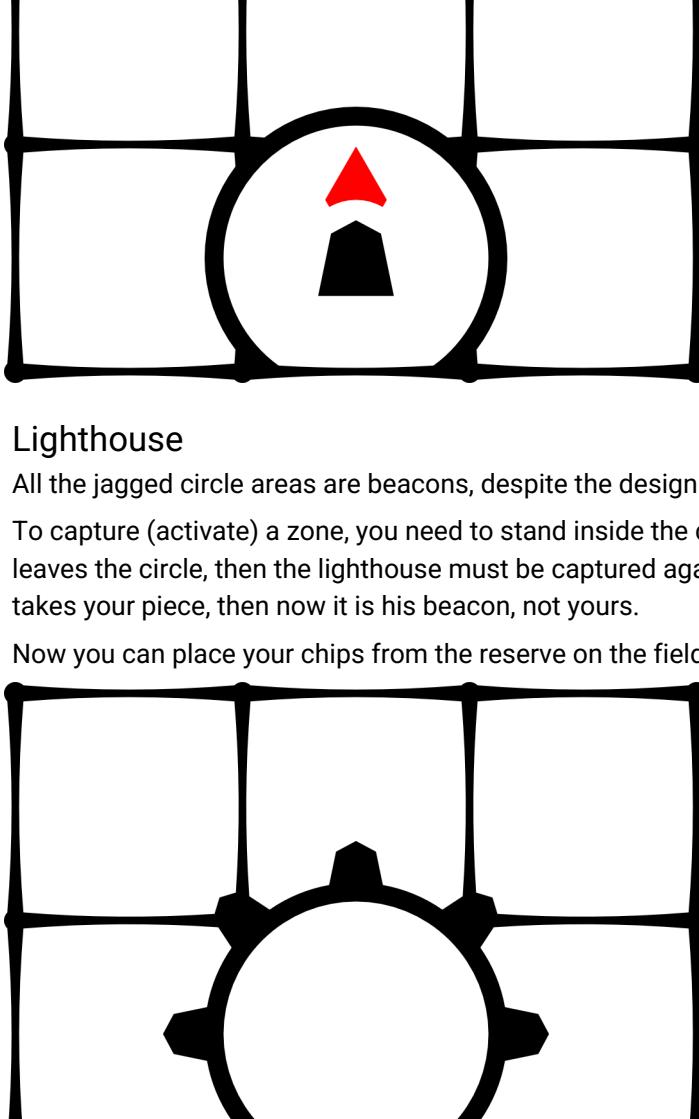
In one turn, a player can perform three actions with different pieces. One action is the movement of one piece, or the removal of one piece from the reserve. You can combine actions: for example, move two pieces in one move and place a third from the reserve.

The available movements are drawn on the figure: where the points are relative to the center, that's where it can go. The move is made to the designated point, stepping over any pieces.

You cannot move the exposed piece right away - it will become available the next move. Because only one action is carried out with each figure. They put it first, the move would have been second. This is not possible.

You cannot step on your chips. If you step on an enemy piece, take it to your reserve. A newly captured alien piece can be placed on the field as your own on the next turn.

If a player cannot spend all available actions, he skips the rest. But if you have something to go to, then you can't miss it.



If players, for example due to their young age, find it difficult to understand and remember the concept of a triple move, play for now with moves in turns, as in games like chess.

## Zones

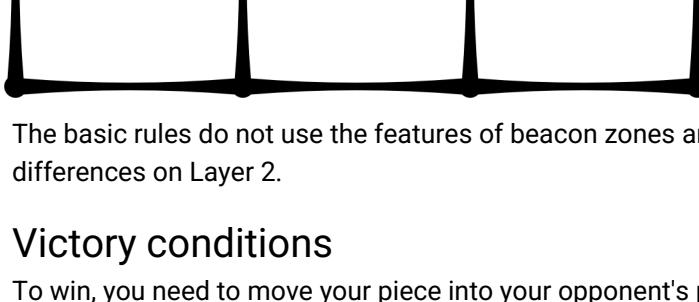
The squares that make up the field.

## Portal and reinforcements

This is your base. From here you start spreading across the field. The passage of any piece into the opponent's portal leads to victory.

The portal area is always yours and you can place three-point reinforcements on the portal itself and the cells around it.

Balance: if you no longer have three-pointers in reserve, four-pointers are opened for you. This rule also applies in the initial arrangement if you get less than six three-point figures.

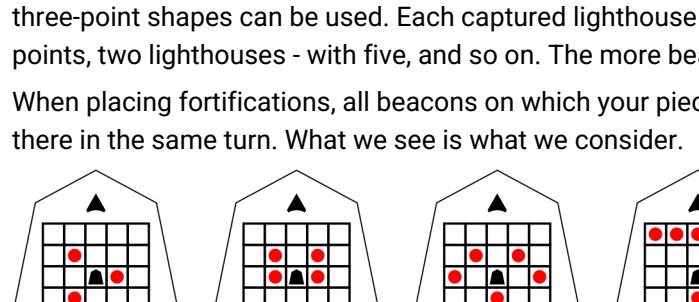


## Lighthouse

All the jagged circle areas are beacons, despite the design inside them.

To capture (activate) a zone, you need to stand inside the circle. From the next turn, the lighthouse is yours. If your figure leaves the circle, then the lighthouse must be captured again. Accordingly, if your opponent steps on the beacon and takes your piece, then now it is his beacon, not yours.

Now you can place your chips from the reserve on the field in the free cells of the lighthouse zone.



The basic rules do not use the features of beacon zones and you can play without them. Read more about these differences on Layer 2.

## Victory conditions

To win, you need to move your piece into your opponent's portal. Or capture all the beacons.

# Almajara - Layer 2

The second layer of rules shows the author's vision of the rules. All mechanics provided in the game are used. Suitable for ages 10+ years.

## Time per move

Agree on the time of the move. Two minutes is a good choice: it's enough time for planning without feeling too long. The game was designed to be dynamic, without long calculations, based more on intuition.

## Reinforcement balance

The game has figures with different numbers of dots: from three to six. At the beginning, only the portal is available and three-point shapes can be used. Each captured lighthouse reveals stronger figures: one lighthouse - figures with four points, two lighthouses - with five, and so on. The more beacons you control, the stronger the figures you can summon.

When placing fortifications, all beacons on which your pieces stand are taken into account, even if they were moved there in the same turn. What we see is what we consider.



## Zones



## Duality

Shapes can be flipped to the other side by spending one action. You can't peek at it without turning it over. Hint: the second drawing is often a mirror image of the first.

## Forgetting

After spending one action, you can send your piece to the reserve. The piece can be returned to the field on the next move as reinforcement.

## Primary power

During a turn, a player can discard one of his pieces from any place on the board to the reserve. For this, he receives one additional action for this turn.

## Guardian

A figure can become a guard if a certain condition is met. The guard cannot attack the opponent's pieces, but protects his pieces at the specified points from attack. Such protection can only work once per turn.

Defense is triggered automatically: if an opponent attacks a protected piece, the attack is blocked. When blocking, the attacker's figure does not move anywhere, and he spends an action.

The simplest thing is to make a guardian a figure standing in a certain position: on a lighthouse, portal, obelisk, Nihil. Select some conditions or all at once. Or come up with your own.

## Cover

When one of your pieces completely overlaps another of your pieces with its design, it can work as a Guardian for it. One cover once per turn.

## Collision

You can step on your own pieces. In this case, the bottom piece is sent to reserve, as if it had been captured.

Accordingly, it cannot be immediately put back.

## Second dimension

You can place two of your pieces on one square, creating a "tower". The bottom piece is blocked and cannot move until the top one leaves. If the opponent captures such a tower, he takes both pieces.

## World without borders

The playing field does not have clear left and right boundaries. If a piece goes beyond the right edge of the field, it appears on the opposite side - on the corresponding square on the left. The same thing happens when you go beyond the left edge - the figure will appear to the right. This means that the field is, as it were, "closed" into a cylinder, where the left and right sides are connected. Everything looks as if beyond the right edge of the field the left one begins again.

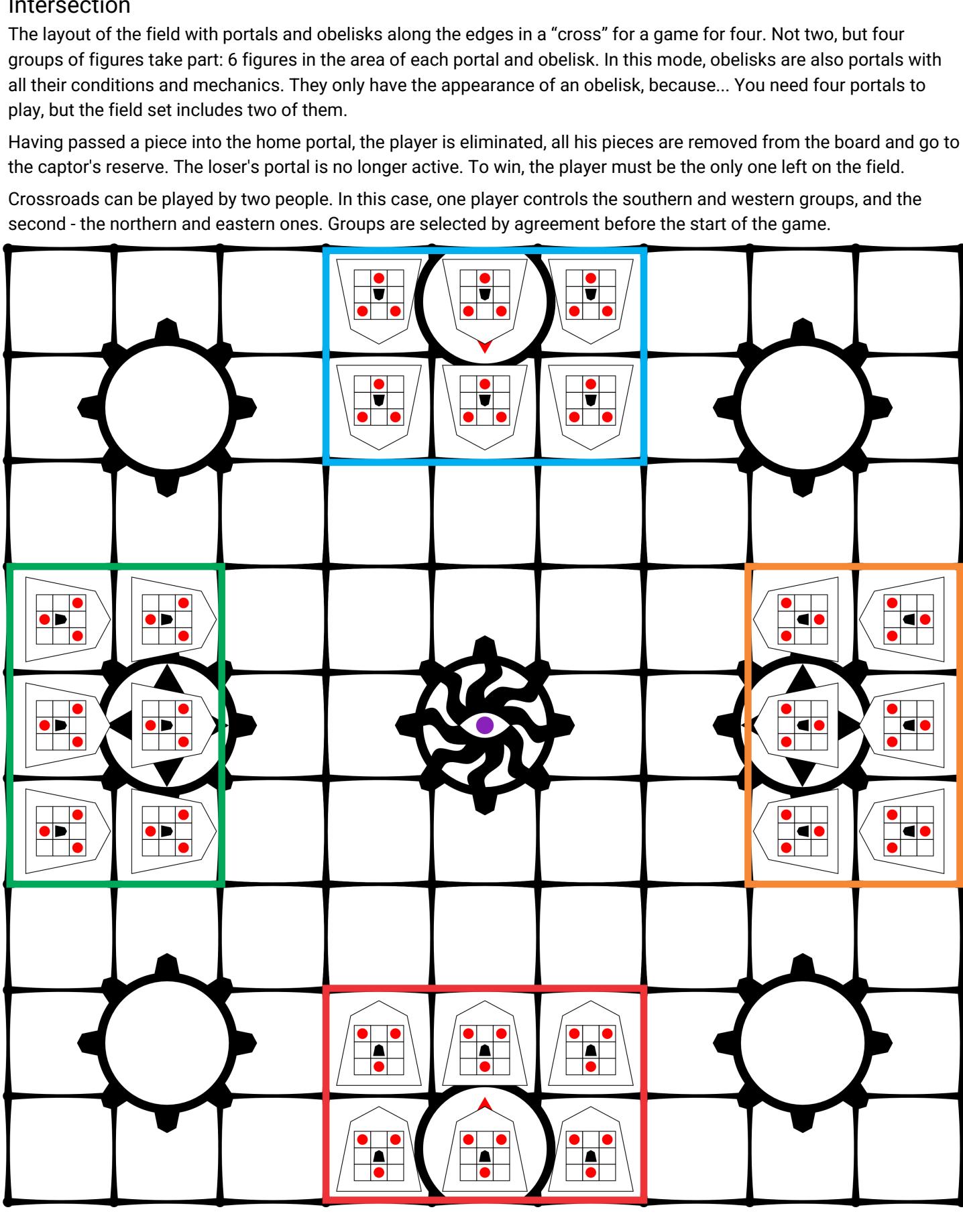
It is important that the pieces can not only move over the edge, but also capture the opponent by moving from one side to the other.

## Other arrangements

### Full rows

Any square template. All player pieces are placed in three complete rows along their edges of the field. Accordingly, all colors participate in the starting lineup. Reinforcements can work according to the usual rules, but it is recommended to turn them off and play only with the pieces that are on the field.

There is a desire to choose the "ideal" arrangement and plan the first moves. This may take a long time. Agree to start in a few minutes, and whoever did not have time to line up during this time places all the other pieces without looking, without delay.



## Intersection

The layout of the field with portals and obelisks along the edges in a "cross" for a game for four. Not two, but four groups of figures take part: 6 figures in the area of each portal and obelisk. In this mode, obelisks are also portals with all their conditions and mechanics. They only have the appearance of an obelisk, because... You need four portals to play, but the field set includes two of them.

Having passed a piece into the home portal, the player is eliminated, all his pieces are removed from the board and go to the captor's reserve. The loser's portal is no longer active. To win, the player must be the only one left on the field.

Crossroads can be played by two people. In this case, one player controls the southern and western groups, and the second - the northern and eastern ones. Groups are selected by agreement before the start of the game.

