

Almakleh - Rules

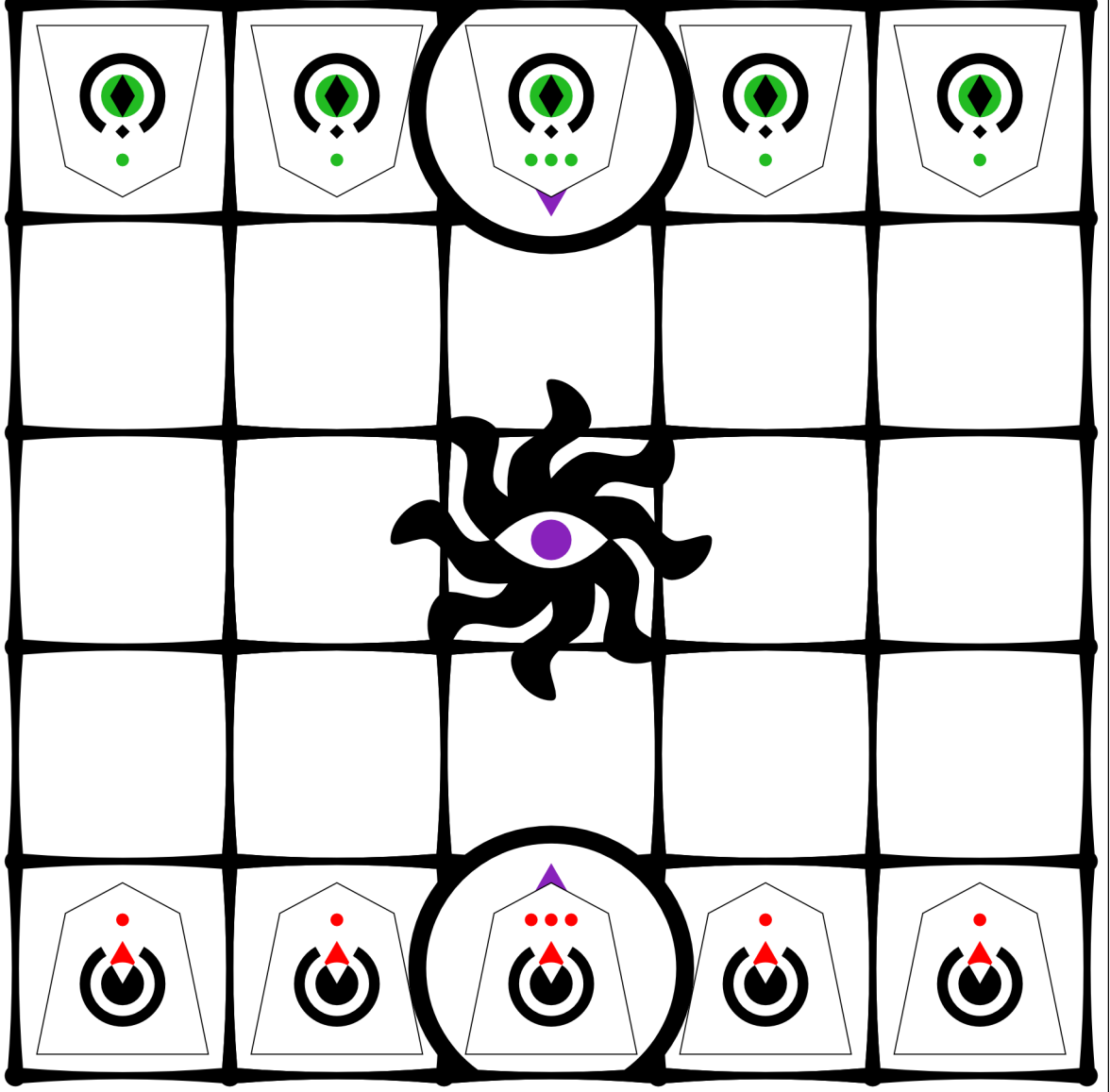
Arrangement and distribution

Before starting the first game, the cards should be thoroughly mixed. During the shuffle, periodically turn over some of the cards, as they are double-sided. The “working” side of the card is the top, do not turn them over during the game.

After each game, set the used cards aside until you exhaust the deck. When all the cards have been played, shuffle them well again.

1. Both players choose a faction (color).
2. The selected chips are placed along the edge of the field. One faction figure is different from the rest. This is the master, he needs to be placed on the portal (circle with arrow).
3. The first player is given three cards, and the second player is given two.

If there are too many similar cards in the layout, for example 3-4 with a move through the cell forward and not enough “close” ones, you can mulligan some of the cards or play with what you have. Sometimes such games can also be interesting.

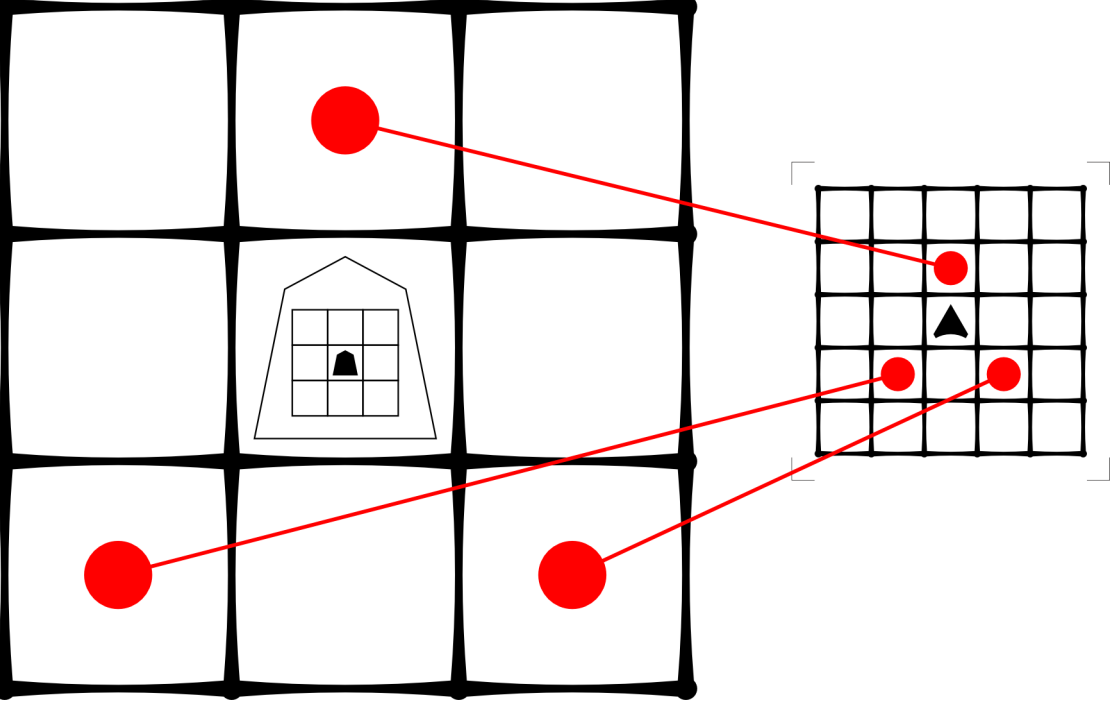


Moves

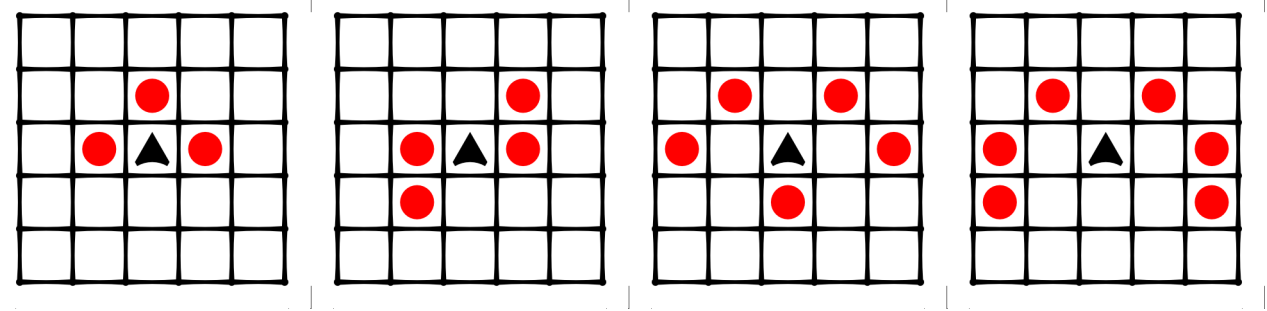
1. The first player makes a move using one of his cards, then passes the used card to the second player.
2. The second player takes a turn, choosing one of his two cards, without using the one just received from the first player. The active player has three cards in his hand, but only two old ones are available for play. The new card will become available on the next turn.
3. After his turn, the second player passes the used card to the first player.
4. Guiding your master to your opponent's portal is a mastery of patience.
5. Or capture the figure of another master - mastery of strength.

It is convenient to rest the cards on the edge of the field, so it is easier to take them. It is better to move your cards to one side, and place new ones on the opposite side. It is considered good form to pass the card into the hands of your opponent or carefully place it in a suitable place on his side.

The designation on the map corresponds to the available movements of the figure. You cannot step on your chips. If you step on an enemy piece, it is removed from the board (capture).



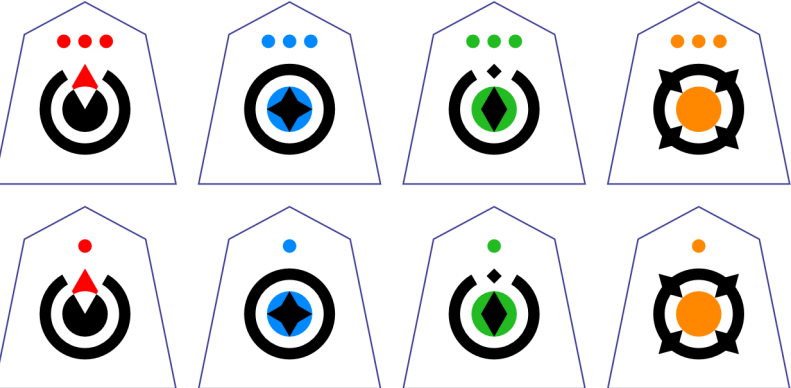
Maps



Shapes

Factions are located in pairs on opposite sides of the chips: red, blue, green, orange. They indicate belonging to the classes described above, but the chips themselves are equal in the game, and the colors serve only for visual differentiation on the field.

One of the pieces plays the role of a king, the rest are pawns. All cards can move any pieces, but it is the Master who is able to enter the opponent's portal and win. At the same time, losing the Master will lead to your defeat.



Alternative-card-dealing

At the beginning of the game, each player is dealt three cards. Used cards are discarded and are no longer used in the game. After a move, the player draws up to three cards.

If he forgets to draw immediately, he replenishes his hand afterwards, but cannot use new cards in the current turn. This "house" rule arose because people often forgot to draw cards, and a small penalty was introduced to prevent such mistakes - after all, the second player makes his plans, taking into account only the visible cards of his opponent.

In such a system, the layout can sometimes turn out to be unbalanced: a strong card can be used without the risk of giving it to the opponent, and inconvenient cards are discarded and excluded from the game without getting to the opponent. Without passing cards, psychological stress decreases and the element of chance increases. However, this version of the game attracted players who liked the more casual style.

Field center

An alternative way to win is to place your piece in the center of the field and hold it for two moves.