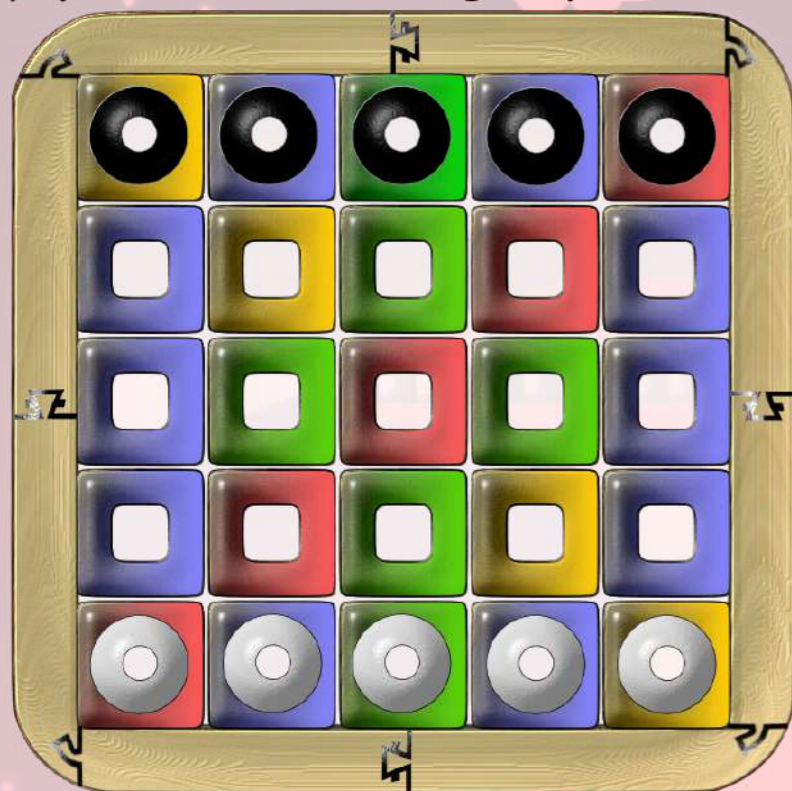


MAIAK Game Rules

MAIAK is a turn-based tactical game for two players. Each player has five game pieces (○ vs. ●) at the beginning of the game. Main goal of the game is to be the first player to move one of his game pieces to the opposite side of the board.



THE START

Each player should choose a color and place the game pieces on the board as shown in the picture to the left.

After determining who goes first (e.g. with the help of rock-paper-scissors), play begins.

EACH TURN HAS TWO PARTS

I. THE MOVE: A player moves one of his game pieces in the direction allowed (forward only, see the picture below).

II. THE SWITCH: A player switches any two connecting tiles on the board which are not occupied by any game piece (see the picture below).



THE MOVEMENT

Game pieces are allowed to move only in a forward direction (straight or diagonally), but always one tile only. A player may move forward only into an unoccupied space. When moving diagonally, the space may be either occupied or unoccupied. Moving into a space occupied by your opponent results in your opponent's game piece being removed from the board.

Movement may require a payment depending on the colour of the tile, as shown on the semaphore below. In addition to blue tiles, a player does not pay a cost when moving into a tile of the same colour as the one he currently occupies. For example, a player on a red tile does not have to pay to move into another red tile.

THE PAYMENT

Every game tile has a value (semaphore) based on its colour. Payment is made by a player removing the appropriate number of his pieces from the board. Pieces removed are lost and are therefore not used for the remainder of the game. If a player does not have enough pieces for the payment, he can not make the move.

THE ATTACK

A player who attacks because of a diagonal movement must still follow the payment rule. The opponent's game piece is 'sunk' and eliminated from the game.

THE SWITCH

A tile, which are not occupied by any game piece may be switched with any surrounding tile. This includes tiles positioned diagonally from each other.



TIP A switch can be used to complicate an opponent's next move or to improve one's position on the board. A switch can also be done to reverse an opponent's switch.

THE WINNER

The winner is the player who first reaches the other side of the board (the opponent's starting line).

A DRAW IS NOT POSSIBLE

A player who loses all of his game pieces during the game, loses the game. A player who cannot move any of his game pieces in any direction is considered blocked and also loses the game.

In keeping with fairplay, it is recommended that an even number of games be played, alternating the starting player.

The picture below shows an example of one round of game play.

Player 1:

The White player moves his game piece to a red tile. This action does not require any payment since he was already on a red tile before the move. He then decides to switch the yellow tile on his opponent's side of the board with a blue one. This switch is permitted because the tiles are connected at their corners.

Player 2:

The Black player moves his game piece to a green tile. This action also does not require any payment since he was already on a green tile before the move. He then switches a red tile in the middle of the board with a green one that is adjacent to it.



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GAME PARAMETERS

| | |
|---------|-------|
| TACTICS | ○○○○○ |
| CHANCE | ○○○○○ |
| LUCK | ○○○○○ |
| THRILL | ○○○○○ |

| | | |
|---|----|----|
| | | |
| 2 | 8+ | 15 |

PACKAGE CONTENTS

- 25 game tiles
- 10 game pieces
- 8 pcs of puzzle game plan
- 1 instruction manual

YEAR OF ISSUE: 2019

Lokalization:

Material: plywood (birch)



DISTRIBUTOR: www.ufohry.cz

The game is highly addictive but health-friendly. All components comply with ČSN EN 71 about the safety of toys. The packaging contains small parts and is not suitable for children under 3 years of age.

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We hope you will have a great fun.