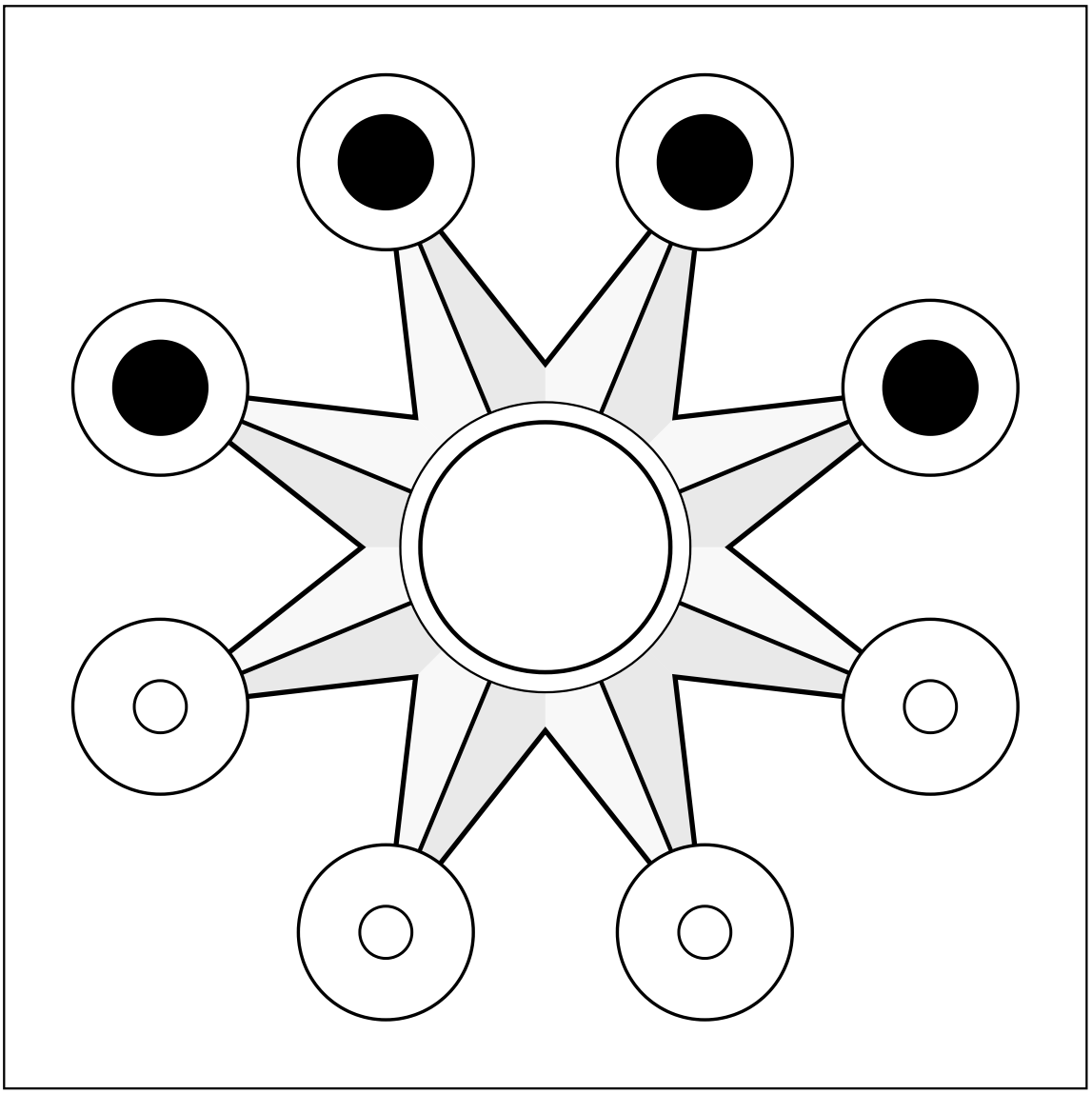
Mū Tōrere

AOTEAROA NEW ZEALAND · 2 PLAYERS



Setup. Each player has 4 stones (up to 24 mm): one on the four ◎ points, the other on the four ◉ points. The centre, the pūtahi, starts empty. ◎ moves first.

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1. Slide, don't jump.

On your turn, slide one stone along a line to the next empty point: round the star, or along a ridge into or out of the centre. Nothing is captured.

2. The pūtahi rule.

A stone may enter the centre only if one of its two neighbours on the star is an opposing stone. Leaving the centre is always allowed.

3. How to win.

If your opponent has no legal move on their turn, you win.