VARIATION WITH HANDICAP

In some parts of Madagascar, a game that ends in a win for one player is followed by a replay, in which the looser is initially given an advantage: During the initial phase the winner is not allowed to take any of the opponent's marbles but on the contrary in every move he has to place a marble in such a position that the looser can take it. When the winner has only five marbles left, he has the game continues according to normal rules.

As strange as it may seem, the player with the handicap is actually capable of accomplishing a win through clever strategic planning.

Should the second game result in a win for the initial looser (status 1: 1) then a third game is played according to normal rules in order to establish the overall winner.

TUMICARONA

**A FASCINATING GAME
FOR TWO PLAYERS
OR TEAMS**

A GLANCE INTO THE GAMES HISTORY

The exact origin of the game lies in the mists of time. We know, however, that it comes from Madagascar where it is known under a number of names such as "Fanarona". With its similar but double-sized playing surface it is quite obviously related to the game "Alquerque". Already hundreds of years ago, the game was used as daily entertainment and as an aid to exercise strategic thinking. To this day an old legend of Madagascar relates that once a well guarded kings palace was captured because all the guards were so absorbed by a tournament that they did not notice the enemy's approach... The game is still very popular in Madagascar which makes it all the more surprising that this fascinating game did not find its way across the sea but remained a treasure on this small island that used to have the dubious reputation of being a pirates stronghold.

THE GAME TUMICARONA

In Madagascar the game is made from the wood of indigenous trees. The TUMICA association created its own designs using either wood or steel and silk as construction materials. Every item is carefully hand-crafted in Murmel Workshop. TUMICARONA is a two-player game. However, each player can surround him- or herself with a team of "advisers". The rules of the game are simple, even children from about the age of 10 can learn them. Foresight and combinatory skills are required to conquer the opponent by either taking his marbles with zig zag manoeuvres or by setting traps for him. With its variety of combinatory possibilities TUMICARONA can be compared to games like chess or draughts: no matter how skilled or experienced the players are, the possible variations and moves are infinite.

DIRECTION OF MOVE

The following rules apply to multi-step moves:

- With every step the direction of the move has to change *(see also Figure 5)*
- The player must not place his/her marble on the same position twice. This means that also pushing a marble back and forth along the same line is ruled out.

END OF THE GAME

The player who first removes all the opponent's marbles or immobilises them by encircling them wins.

The game ends in a stalemate when the two players did not manage to take any of the opponent's marbles over the last twenty moves. On mutual agreement the players can decide to declare a stalemate at an earlier point in the game.

OBLIGATION TO TAKE

If there is a possibility to take a marble of the opponent, the player is obliged to execute the move. If he/she fails to notice such an opportunity the opponent can point it out to him/her and demand the execution of the taking move.

END OF THE MOVE

If a taking move is not possible the player has to move a marble to any neighbouring position. This ends the player's move and it is then the opponent's turn. A taking move generally ends when no further marbles of the opponent can be taken.

Multi-step moves

The player can perform any number of steps in a move provided each step yields at least one of the opponent's marbles *(see Figure 5)*.
Multi-step moves are not compulsory. A move can consist of one step only.

Figure 5: Mufti-step moves
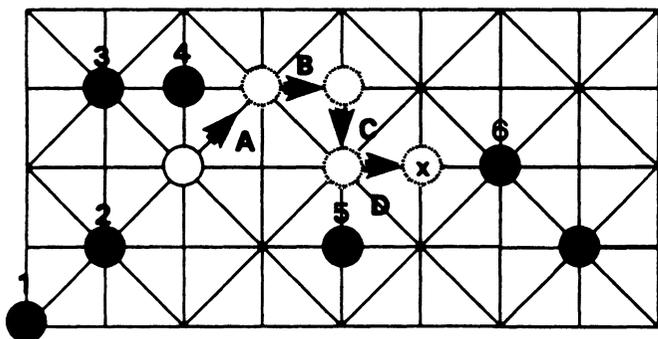
Initial step A: Black marbles 1 and 2 can be removed
Step B: Black marbles 3 and 4 can be removed
Step C: Black marble 5 can be removed
Step D: Black marble 6 can be removed. The multi-step move ends at position X
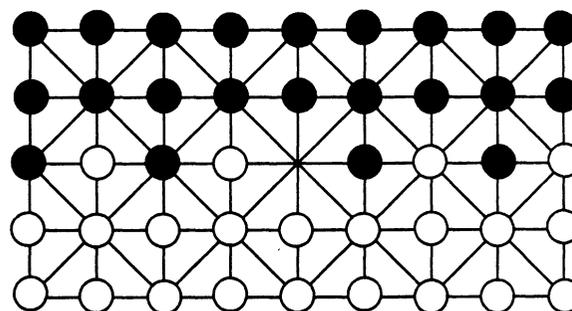
INSTRUCTIONS

AIM OF THE GAME

Each player tries to take the opponents glass marbles or block them,

SET UP

Each player has 22 glass marbles of the same colour, arranged as shown in Figure 1. The centre position remains unoccupied.

Figure 1: Initial set up

START OF THE GAME

The two players agree who starts the game. If more than one game is played the looser starts the next game.

MOVING MARBLES

To initiate a move the player pushes a marble one step to the next position. Moves are only allowed along the marked lines (horizontal, vertical, and diagonal lines).
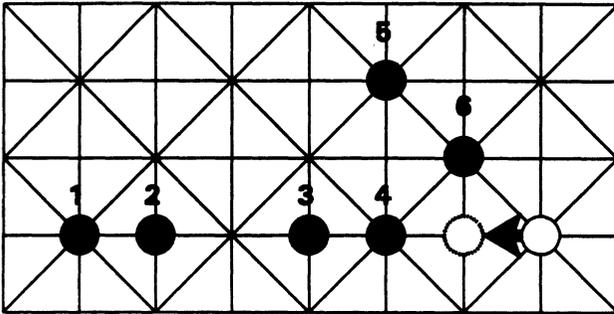
TAKING MARBLES

There are two ways to take the opponent's marbles:

1. Taking by approaching a marble of the opponent. This move takes the line of marbles that:

- lies in the direction of the move and
- is not interrupted by an unoccupied position or a marble of the team which is presently making the move

Figure 2: Taking by approaching

White moves: Only the black marbles 3 and 4 can be taken (removed).

2. Taking by withdrawing from an opponent's marble: The same principle applies as for approaching. All marbles in the opposite direction of the move are taken provided the line of marbles is not interrupted by a gap or an opponent's marble *(see Figure 3)*.

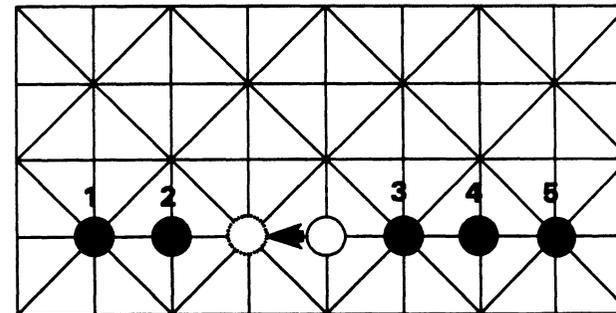### Figure 3: Taking by withdrawing
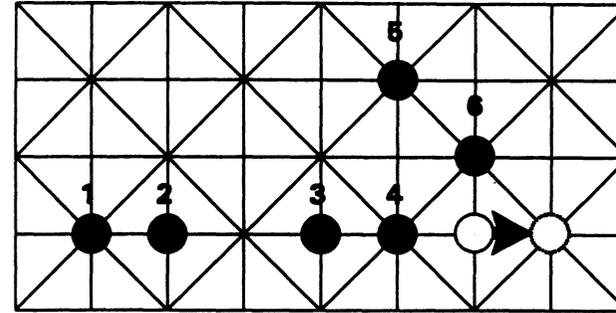
White moves: The black marbles 3 and 4 are taken and removed.

CHOICES

If a move results both in an approach and a withdrawal, the player has to choose one of the two options for removing the opponent's marbles *(see Figure 4)*.

Figure 4: Choices

White moves: The player can either declare the approach as the crucial move and remove marbles 1 and 2, or he can declare the withdrawal as the crucial move and remove marbles 3, 4, and 5.