

ABAK® - THE GAME

Contact : game.abak@gmail.com

ABAK® is an abstract strategy game for 2 to 6 players and was invented in 2015 by the historian and chemist Prof. Dr. Luc Chanteloup. It is based on the latest research into the ancient games traced in sand or dust with a finger. The interest of the game lies in the contrast between the simplicity of the single rule, and the outcomes emerging from the brain's limited thinking, linked with the subitizing process (the ability to quantify without actually counting) and the complexity of the chosen strategy. ABAK® is an excellent educational tool for developing mathematical ability. It is an inspirational adaptive system with relevance for game theory, social sciences, exact sciences, research for effective strategies in artificial intelligence, complex systems and deterministic chaos. Wonderfully complex but not complicated, players can co-operate or compete throughout the game. Despite the simple rules, every game is different, which offers endless enjoyment.

Players : 2 at 6 or more with teams.

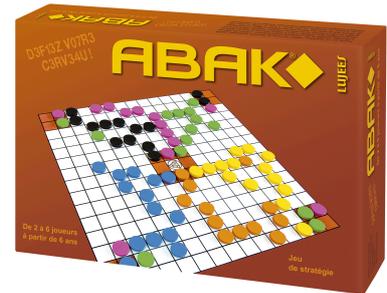
Ages : ABAK® is perfect from 6 upwards.

Playing time : games will last from 10 to 30 minutes.

The box contains : an ABAK® board with 9, 11, 15 sized grids and 6 differently coloured sets of 30 counters.

www.lujees.com / EAN : 0656272591106

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HOW TO PLAY

The aim of ABAK® is to be the first player to connect one of the orange squares in the centre of the board to any one orange squares in the corners by forming a continuous row of counters of one colour. ABAK® gameplay is unique, with a clever game mechanic developed by Luc Chanteloup.

Each player chooses a set of coloured counters and in turn, places one counter on one of the orange squares in the centre of the board. They continue to take turns to place their counters on a free adjacent square (squares are adjacent if they touch on the sides or diagonally by the points).

The counter may be placed beside counters of any colour. Once placed, a counter may not be moved.

A counter that becomes isolated must also be returned to its player (an isolated counter has no other adjacent counters of any colour).

Beware, the ABAK® « **no more than 4** » rule gives a unique dynamic to the game. The slightest mistake can completely change the course of the game.

Each square on the board, except those along the edges, always has **8** adjoining squares. During a game, if a counter is surrounded by more than **4** occupied squares, no matter what the colour of the counters, any player is entitled to remove it from the board and return it to its player.

