

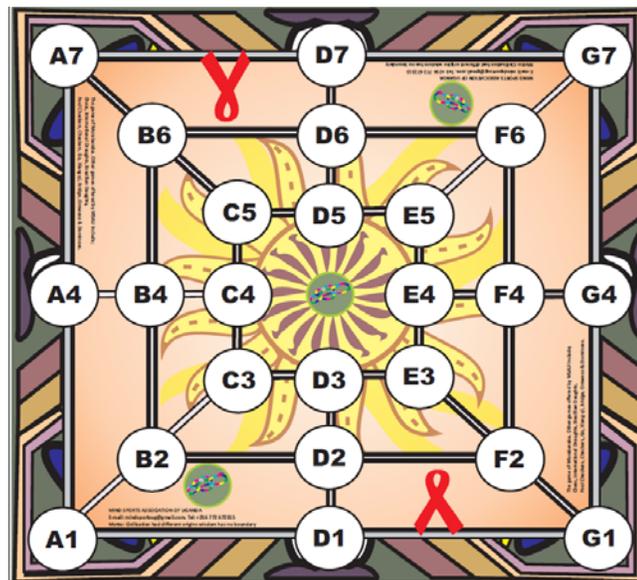
MORABARABA

1.0. The players

1.1. Morabaraba is a game played between two people called players.

2.0. The material

2.1. Morabaraba is made by drawing three squares of different sizes on a board. The smallest square is placed at the centre, followed by the medium square and the biggest square occupies the outer surface. The corners of the squares are joined to each other by lines while the mid-points of the sides are also joined to each other by lines to form a total of 24 junctions. This board is the Morabaraba board and is illustrated in the figure below.



The Morabaraba Playing Board, modified but similar to that used by the Mind Sports of South Africa

2.2. The game is played on the junctions (circles) of the board. Thus, 24 junctions are active.

2.3. The junctions are arranged in sets of three horizontally, vertically or diagonally. Each of these junctions is numbered for purposes of recording the games.

2.4. The board has to be placed between the two players in such a way that the player with dark (red) cows has junction A1 on his left and the player with the light cows (light blue) has junction G7 on his left.

2.5. As a convention, numbering starts from the bottom left junctions of the player with dark cows in a horizontal (x-axis) and vertical (y-axis) direction.

2.5.1 The horizontal axis lines are numbered A to G while the y- axis lines 1 to 7.

2.5.2 The junctions then bear numbers from their x and y coordinates as indicated in the figure.

3.0. Movement of the pieces

The game of Morabaraba consists of three phases or stages of play. In the first stage, the pieces (cows) are placed on the board alternately; in the second stage, the cows are moved on the board to neighbouring linked junctions and the third stage is when a player is left with only three cows. In the third stage, the cows become more mobile and can be moved from one junction to any other preferred junction on the board.

3.1. Stage 1

3.1.1. Unlike in chess or draughts where the pieces are put on board before the game starts; in Morabaraba, the game starts on an empty or clear board.

3.1.2. One player starts with 12 dark cows numbered 1 to 12 and the other with 12 light coloured cows also numbered 13 to 24.

3.1.3. The player with black cows starts play.

3.1.4. Starting with the clear board, each player alternatively places one cow at a time on a junction (circle).

3.1.5. Cows may only be placed on unoccupied junctions.

3.1.6. The aim is to create rows of three, either vertically, diagonally, or horizontally.

3.1.7. When three-in-a-row is achieved, the player may remove (shoot) one of the opponent's cows.

3.1.8. Only cows that are not three in a row can be shot.

3.1.8.1. Cows that are three-in-a-row are solid and can not therefore be shot.

3.1.8.2. If an opportunity to capture is made by arranging one's cows three-in-a-row but the opponent has no loose cows (all opponent's cows are three-in-a-row), the opportunity to capture is lost. The three-in-a-row cows that cannot be used to effect a capture are said to be barren.

3.1.9. Only one of the opponent's cows may be shot at a time, even if two (or more) lines of three-in-a-row are achieved with one move. The other set of three-in-a-row cows is said to have been paralysed.

3.1.10. Once a cow is shot, it shall not be used in play again.

3.2. Stage 2

3.2.1 When all twelve cows of each player have been placed on the board, cows may be moved from one junction to another.

3.2.2. A move consists of moving a cow from one junction to an unoccupied neighbouring junction linked to it by a solid line.

3.2.2.1. It is not allowed to move a cow from one junction to a neighbouring junction that it is not connected to it by a solid line. e.g. Movement from A1 to D2 is not permissible in stage 2 of the game.

3.2.3. Players may break their own lines of three-in-a-row in order to make new lines, or simply reposition their cows.

3.2.4. Cows may be moved back and forth to the same two junctions repeatedly.

3.2.4.1 A three-in-a-row may be made, broken and remade repeatedly.

3.2.4.1.2 Once a sequence of three-in-a-row has been used to capture an opponent's cow, such a sequence cannot be used to capture again in the same game.

3.2.4.1.3 If a set of three-in-a-row is created twice in a single move, a single cow is captured but the two sequences of three-in-a-row cease to be used for capture again.

3.2.4.1.4 The same combination of three-in-a-row can be used to make more captures if the sequence of their triplet arrangement on the same junctions is altered through a series of moves during play. e.g. The three cows 4, 6 and 8 can be arranged on the junctions A1, B2 and C3 in six different ways (see patterns below) and each of these sequences can not block the other from capturing since they are not the same arrangement. Note that the junctions are fixed and cannot therefore be rearranged; only the cows can change patterns on the junctions.

A1,4 - B2,6 - C3,8

A1,4 - B2,8 - C3,6

A1,6 - B2,4 - C3,8

A1,6 - B2,8 - C3,4

A1,8 - B2,4 - C3,6

A1,8 - B2,6 - C3,4

3.2.4.1.5 The same arrangement of three-in-a-row can be made only for other reasons other than capture of an opponent's cows.

3.2.4.1.6 Reasons for making the same arrangement of three-in-a-row may include (but are not limited to these only) blocking the opponent from making three-in-a-row or creating way for oneself to make other patterns of three-in-a-row.

3.3. Stage 3

3.3.1 When a player has lost all but three cows, then a player may move a cow to any vacant junction on the board with each move.

3.3.2 The other player still with more than three cows on board maintains the way of movement of the cows described in stage 2.

4.0. The result

4.1. There are two possible results at the end of a game:

4.1.1. A win for one of the opponents, and, by consequence, a loss for the other;

4.1.2. A draw when neither of the players has been able to win.

4.2. A player wins when his opponent:

4.2.1. resigns with or without reason;

4.2.2. has the move but cannot move a cow, as all are blocked;

- 4.2.3. has only two cows left;
- 4.2.4. refuses to comply with the rules.
- 4.3. A draw is obtained when:
 - 4.3.1. both players agree to a draw by mutual consent;
 - 4.3.2. when a player is down to three cows, and neither player is able to shoot an opponent's cow within ten moves;
 - 4.3.3. neither player can win.

5.0. Irregularities

- 5.1. If during a game, the board is noted to be wrongly positioned regarding article 2.4., the game is annulled, and has to restart.
- 5.2. For each irregularity noted during the game, article 5.4 below holds.
- 5.3. Each cow on the board but not on a junction is inactive. It can be put into action, following the conditions of article 5.4 below.
- 5.4. If a player has committed one of the following irregularities, his opponent has the right to decide whether that irregularity must be rectified, or on the contrary, must be allowed to stand.
 - 5.4.1. Playing two moves consecutively;
 - 5.4.2. Moving a cow in an irregular way;
 - 5.4.3. Touching one of one's cows and then moving another one;
 - 5.4.4. Taking back a move played;
 - 5.4.5. Moving a cow of the opponent;
 - 5.4.6. Playing a cow when a capture is possible;
 - 5.4.7. Taking without reason one of the cows from the board, either of the opponent or one's own;
 - 5.4.8. Taking the wrong cow during a shot.
 - 5.4.9 Any shot made by the same sequence of cows for the second or more times is an illegal move (in accordance with article 3.2.4.1.2 and 3.2.4.1.3) and article 5.4. comes into consideration.
- 5.5. If by hazard or accident the position on the board is changed, this fact is not considered an irregularity provided it is noted at the same time.
- 5.6. If a player refuses to comply with the Official Game Rules, his opponent has the right to force his compliance.
- 5.7. If a player makes a move after his opponent has committed an irregularity or has refused to comply with the Official Game Rules, that move indicates an acceptance of the situation. Then a rectification can no longer be obtained.
- 5.8. A partial rectification of an irregularity or a refusal cannot be tolerated.

6.0. Notation

- 6.1. The junctions on the board are numbered, according to article 2.5., so it is possible to note the moves of the cows, move by move, both for the black and the white cows, and thus replay or transcribe a whole game.
- 6.2. The transcription of the moves has to follow the following convention:
 - 6.2.1. The number of the arrival junction followed by the number of the cow during stage 1. e.g. C5-1;

- 6.2.2. The two numbers may be separated by a hyphen (-);
- 6.2.3 In stage 2; the number of the departure junction followed by a comma (,) then the number of the cow on it followed by a hyphen (-) then the number of the arrival junction. e.g. A1,3 – A4, which implies cow 3 on junction A1 was moved to junction A4.
- 6.2.4. In the case of a capture, the numbers are written as in articles 6.2.1 to 6.2.3 followed by a cross then the number of the junction and the cow captured. e.g. B4,5 - A4 x F2,15 which means cow 5 was moved from junction B4 to A4 and cow 15 on junction F2 shot; D5-2 x E3,13 implies cow 2 was placed on junction D5 in stage 1 and cow 13 on junction E3 shot.
- 6.2.5 The recording of movements in stage 3 of the game is the same as that in stage 2 or according to article 6.2.3 and 6.2.4.
- 6.2.6 The two players must record their moves and the moves of the opponent and the number of the move indicated by numerical numbering.
- 6.2.7 The sequence of the triplets effective in a capture or the triplets that fail to result into a capture according to article 3.1.8.2 (barren triplets), 3.1.9 (paralysed triplets) must be written in a separate column or row so that articles 3.2.4.1.2 and 3.2.4.1.3 are not violated.

7.0. Conventional signs

- 7.1. For clarity's sake, the conventional signs used are the following:
- 7.1.1. to indicate a move: - ;
- 7.1.1.1 to indicate connections between junctions of three – in – a – row cows that have been used for capturing such as in section 3.2.4.1.4: -
- 7.1.2. to indicate a capture: x ;
- 7.1.3. to qualify a strong move: ! ;
- 7.1.4. to qualify a very strong move: !! ;
- 7.1.5. to qualify a weak move: ? ;
- 7.1.6. to qualify a very weak move: ?? ;
- 7.1.7. to indicate a move that seems to be weak but in fact turns out to be strong: ?! ;
- 7.1.8. to indicate a move that seems to be strong but in fact turns out to be weak: !? ;
- 7.1.9. a forced move, with any other move resulting in a loss: * ;
- 7.1.10. to indicate a win: + ;
- 7.1.11. to indicate a draw: = ;
- 7.1.12. to indicate, after the last move played during a game, the number of men won: +1, +2 etc.
- 7.1.13. to indicate, in the same fashion, the number of men lost: - 1, -2 etc. ;

8.0. Time control

- 8.1 Where there are stop clocks, each player will be given 30 minutes to finish a game.
- 8.2. In that case it is obligatory for all players:
- 8.2.1. to use a playing clock

8.2.2. to transcribe the whole game move by move.

8.3. When the time left on the clock for a player is less than 3 minutes; in that case, it is obligatory to use a playing clock, without the obligation to record the moves.

8.4 Where there are no stop clocks, each game of morabaraba shall not take longer than 20 minutes without recording or 60 minutes with recording.

9.0. Scoring of the game results

9.1. The results of play have to be scored.

9.2. Two games are played between each pair of competing players.

9.3. Every game won shall score 1 point; $\frac{1}{2}$ a point for a draw, and 0 points for a loss.

9.4. In individual knock out competitions, additional games, two at a time, will be played in case a draw is obtained in the first two games, until a winner is obtained. These additional games will be played at a pace of 20 seconds per move and without recording the game.

10.0. Team competitions

10.1. A team of morabaraba players consists of four players.

10.2. A line up spelling the order in which the players are to engage the opposing team must be given to the tournament referee or director before start of the game.

10.3. Substitute players must be clearly indicated in the line up against the names of the players they intend to substitute.

10.3.1. Substitution is not permissible once the player to be substituted has started playing the game.

10.4. A player's turn in a team ends after playing against only one player for a pair of competing teams.

10.5. The team that obtains the highest number of points between two competing teams becomes the winning team. If the contest between two teams produces equal number of points, the teams are said to have drawn.

10.6. In a league involving more than two teams, the points scored will be used to determine the rank of teams. For teams with the same number of points, head on collision will be used to determine the rank of the teams.

11.0. General rules

11.1. Boards, cows and seats shall be provided for the competitors.

11.2. Morabaraba competitions will be conducted on a Swiss Chess system or round robin.

11.3. In individual championships, players from the same clubs or players that are closely related by descent shall not be drawn against each other after two-thirds of the games have been played.