

Mutternland

1997, Hartmut Witt, <https://boardgamegeek.com/boardgame/1051/mutternland>

Materials

- 70 nuts
- 5 marbles per player (up to six players)



Definitions

- A **free nut** is a stack of three or less nuts, and without a marble
- A **tower** is a stack of four nuts
- A **group** is a set of connected friendly marbles

Setup. The players place all the nuts connected in a single area, no matter what the final shape. The nuts are all placed on the base level (no nuts are initially stacked). Then, each player places two marbles: one friendly and then one from the opponent [*this is different from the original rules, but it is faster and arguably better*]. Each marble goes on top of a single nut.

On his turn, the player (optionally) moves a friendly marble and (optionally) moves one nut from a free nut that is adjacent to a friendly marble (since both steps are optional, it is possible to pass a turn). More details next.

A marble can:

- move to an adjacent nut which has, at most, one level difference
- jump over a friendly marble landing on the immediate next nut, that must be empty. The level differences must be respected.
 - example: it is valid for the moving piece to start at level 1, jump a friendly marble on level 2, landing on an empty hut on level 3.

- push one opponent marble one nut in a straight line, if the destination is a free nut which is not higher (same level, or lower, is valid).
 - It is also possible to push off the marble from the playing area. In this case, the marble is given to its owner, that can place it next turn (instead of moving) on a free nut of size one
 - The pushing movement can be made by a line of friendly marbles (a phalanx), but always by shifting just one position

The nut that the player chooses to move must be adjacent to a given friendly marble M and can be taken from any free nut (so, that free nut decreases in size, even disappearing if the size was one). This moving nut then must be placed at another free nut adjacent to the group that marble M belongs to (which increases in size and might even become a tower).

- Notice that it is possible to split the playing area into disconnected parts

Goal. Wins the player that places three friendly marbles on top of three towers.

- If both players pass, the game ends and wins the player with more owned towers. If the score is equal, the game is a draw.



Nutland/Motherland. For 2-6 players from 10 years.
 Inventor: Harmut Witt, Steingrube 4, 88630 Pfullendorf

Introduction

Where is our motherland? We must build it!
 With 70 nuts we build a different motherland every time. It is settled by up to 30 marbles and built up into nut towers. The first to climb a four floor nut tower is the nutland queen.

Materials

70 nuts, 30 marbles, these rules.

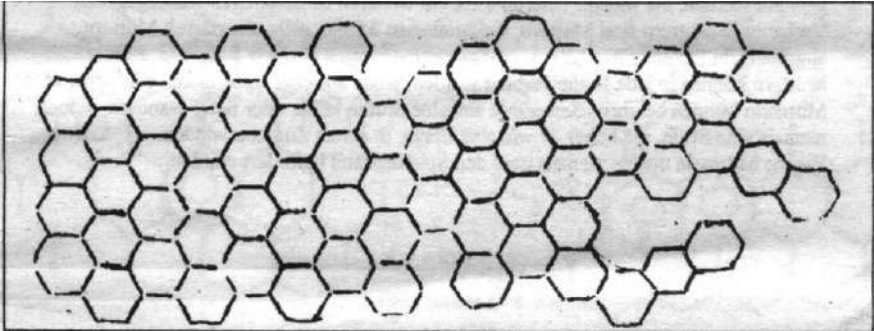
Objective

After the players have laid out a nutland you place your opponent's marbles. By marble and nut moves you try to form nut towers, trying to occupy one or more four floor towers with your marbles before your opponents can.

No. of players	Towers required to win
2	3
3	2
4+	1

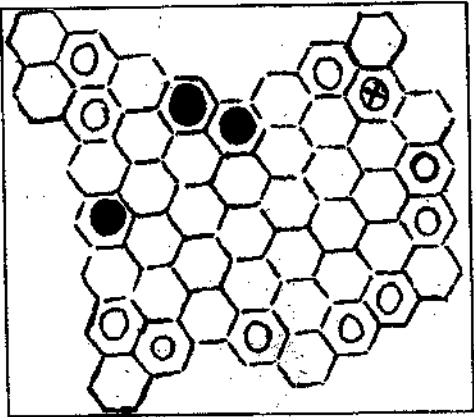
Building the nutland

The players together lay out all the nuts in a single connected area. You may choose any shape. It can be different every time. You can have lakes or peninsulas or anything.



Placing the marbles

The players choose their colour.
 6 players: three marbles of one colour each.
 5 players: four of one colour marbles each.
 Any other number of players: All the marbles of the chosen colours are used.
 The most diligent mother/nut amongst you goes first or you can draw lots.
 You place your opponent's marbles, never your own.
 Marbles are placed on nuts around the edge. Naturally you will try to place your opponent's marbles as unfavourably as possible. So..
 You should avoid putting marbles of the same colour on adjacent nuts (otherwise they quickly form marble chains), likewise avoid placing them alone on favourable nuts.



- Good places to put opponent's marbles. They have poor possibilities for development.
- Not such good places to put them, especially if you don't put any marbles of other colours with them. They have good possibilities for development.
- ⊗ Excellent possibilities for development, therefore a bad place to put them.

How good or bad the possibilities for development are depends on how quickly you get buildable nuts (to be buildable the nut must have at least

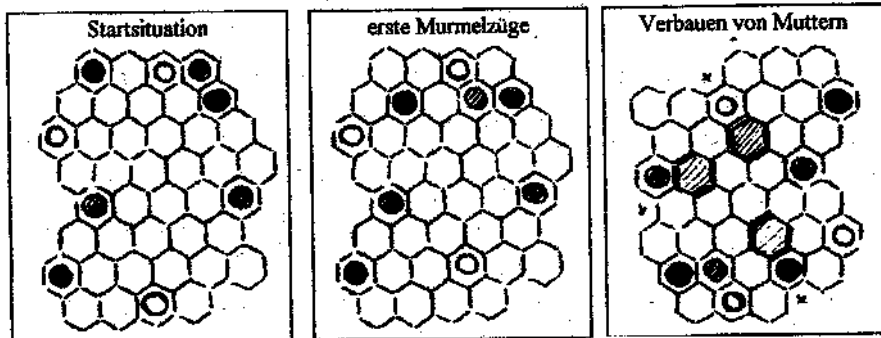
three free sides and be next to one of your marbles).
 After players have taken turns, clockwise, and placed all the marbles the actual game begins.

Moving the marbles and building with the nuts.

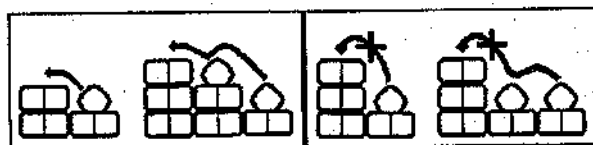
The first player begins and the players take turns.

 You always move only your own marbles. They can move one space or move over a chain of your own marbles and/or push an opponent's marble. Next, a buildable nut neighbouring one of your marbles may be placed on another nut neighbouring that marble, or it may be passed along a marble chain and placed next to one of the other marbles in the chain.

Buildable nuts are nuts which have three sides which do not border on other nuts. Nuts can be built to any level if there is no marble on the building site. As they move, marbles may go single steps higher or lower but never more than one level higher in one step. You cannot move your own marbles outside the playing area.



Look at the above sketches. A turn includes movement of a marble followed by movement of a nut. The sketch in the middle only shows the change after the marble moves without noting that, in fact, first nuts would be moved before another player can make a move.



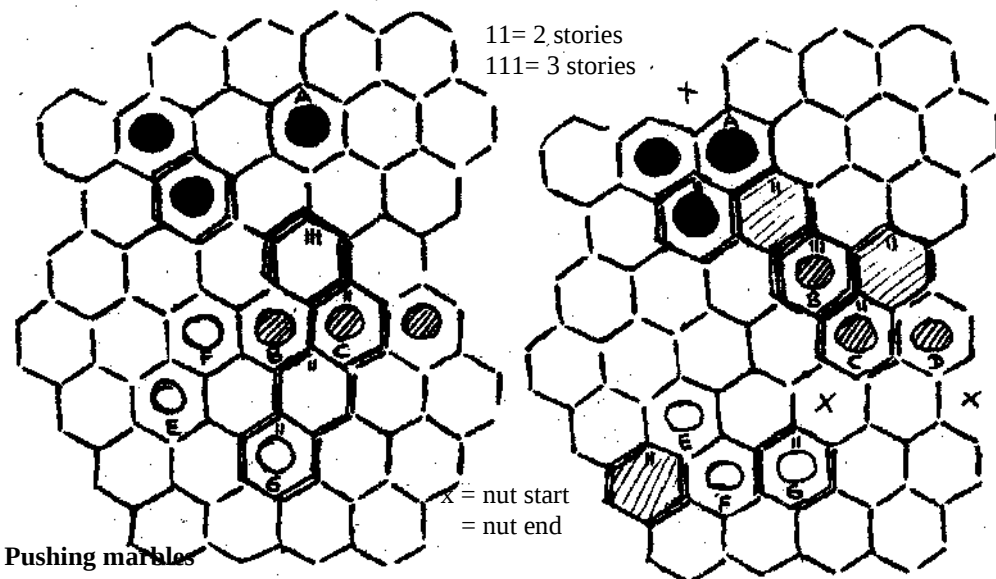
Disallowed

Allowed and disallowed moves.

Allowed

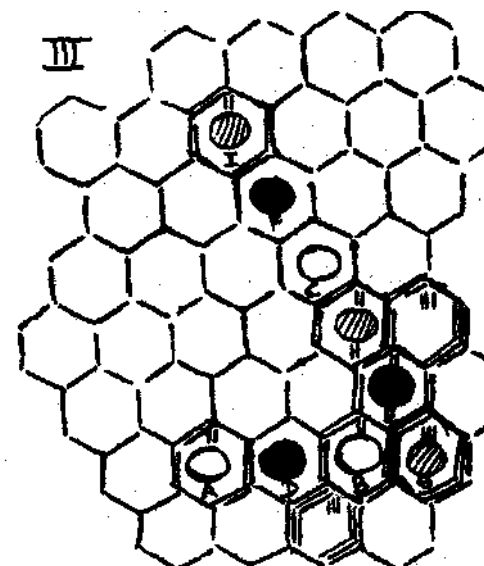
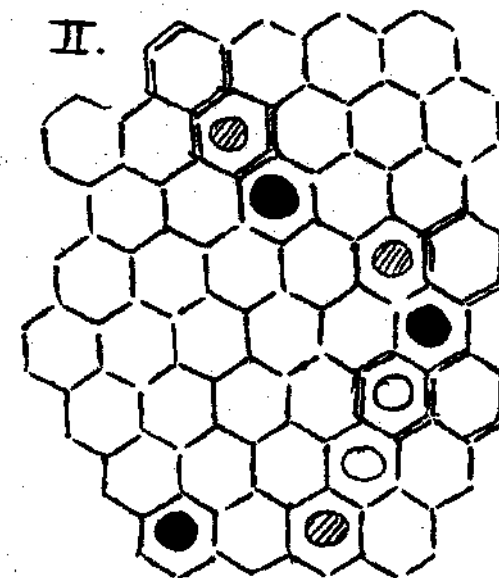
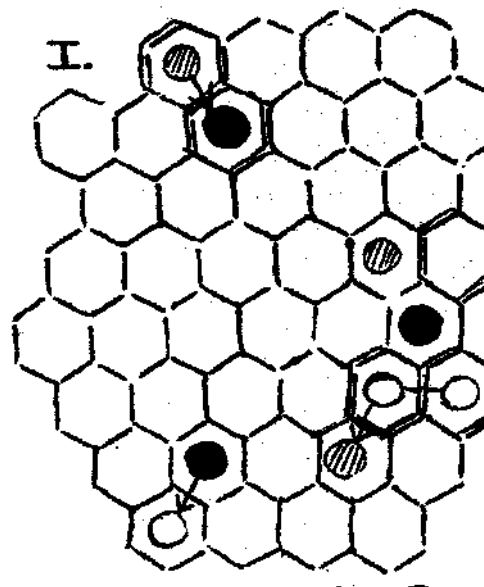
Illustration of the effect and possibilities of marble chains:

- 1 A moves a marble and moves a nut
- 2 B moves over C, D moves a nut
- 3 F moves over E, G takes a nut, passes it to F further, who places the nut.



Pushing marbles

An opponent's marble can be pushed if there is an empty space behind it at the same or a lower level or if the edge of the playing area is behind it. The owner of a marble which has been pushed off the board, must, if they want it to come back into play, name another player to place the marble at level one somewhere on the edge of the playing area. The normal move of the owner is gone but they may still move a nut. You cannot push a marble into an occupied or higher space.



1 + 11 Some examples of pushing. The white marble is pushed out of the nut land. White must name someone to place it at level one on the edge.

111 No marbles can be pushed - why?