

magnetic chess

This game is for two players. First, divide the stones equally between players. Then decide who goes first.

1. Player places a stone on the board, anywhere inside the metallic ring.



- 2. The stone *must not touch the ring*. If it does, the player can reposition the stone, but:
- 3. If the initial placing or repositioning of the stone causes *any other stones* to:
 - touch the ring
 - move out of the play area
 - snap to the played stone
 - snap to any other stone

then the player must take from the board *the played stone* and *all other affected stones* and forego this turn. These 'stones of shame' will then need to be played in subsequent turns.

- 4. Once a stone has been successfully placed without any trouble, or the misfortunate player withdrew stones, then the other player takes their turn.
- 5. The winner is the first player to place their last remaining stone, triumphantly and without wrongful disturbance.

May the magnetic force be with you...