**Rondol**

**Set Up**

Place 6 cards in a circle. Create 6 stacks of 3 chips a piece. Each stack should have 3 chips in alternating colors. (A-B-A or B-A-B) Place each stack on a card, alternating which color is on top of each stack. (A-B-A-B-A-B) Place the 2 extra chips back in the bag. Give it a shake and draw 1 chip out of the bag. This color will take the first turn.

**Objective**

To control all stacks, or 4 adjacent stacks.

**Gameplay**

On your turn, select 1 stack that you control. You control a stack if the top most chip is your color. Pick up all chips in the stack. Drop 1 chip from the bottom of the stack to the top of each space going around the circle, until you drop all of them. You may go in either direction around the circle. Do not leave any chips in the space you pick up the stack from.

**End Game**

If at the end of any turn, you control all stacks, or 4 adjacent stacks, you win the game.

**Variant Rules**

-During set up, give each player the 3 stacks they control. Don’t place them on the cards yet. After deciding which color will go first, take turns placing 1 stack at a time on any empty card. After all stacks are placed, begin the game as normal.

-During set up, give each player the 3 stacks they control. Don’t place them on the cards yet. After deciding which color will go first, take turns dropping 1 stack at a time to the spaces like a standard turn. You may start dropping your chips on any space. You may go either direction, just like a standard turn. After all chips are placed, begin the game as normal.

-On your turn, after you select a stack you control, you may flip the stack over before dropping the chips. Drop the chips in their new order like a normal move.

-On your turn, instead of moving a stack, you may flip ANY stack, even if you don’t control it. Do not make a normal move.

**Combining Sets**

If you would like to play a larger game of Rondol, here are a few guidelines for doing so.

-Unless you are using the second set up variant, you MUST always have an odd number of chips in each stack. (3,5,7)

-You may add more cards AND stacks, or just cards.

-You MUST have an even number of stacks.

-You DON’T have to have an even number of cards.

-If you play with more cards, adjust the win conditions to “a player must control stacks, in a row, on over half of the overall cards”. For example, if you are playing with 8 cards, you must control 5 stacks in a row.