

RULES AT A GLANCE

1. See Folder, *Fig. 1*, for set-up of game.
2. Each player takes turns moving one piece in a forward diagonal direction. The pieces stay only on the dark squares.
3. Jumps must be made; also double, triple jumps, etc. See *Fig. 2-A* for position before a jump.
4. **PIECES NEVER LEAVE THE BOARD.** When a single piece is jumped, it is not removed from the board, but is captured and placed beneath the jumping piece, creating a column (See *Fig. 2-B*). When a column is jumped, only the top piece is captured (See *Fig. 3*). **IMPORTANT** - Only **one** piece is taken from each jumped piece or column. If a column was jumped, the remainder stays in its square (See *Fig. 3-B*).
5. When a piece or column reaches the opposite end of the board, the top piece is turned over so that the darker colored half is now on top (See *Fig. 4*). Now this piece or column can move one square forward or backward, diagonally.
6. **IMPORTANT** - The direction and ownership of the column is determined by the top piece. If it is captured in a jump, the new top piece determines direction and ownership.
7. The object of the game is to 'bury' your opponent's pieces beneath your own.

BASIC STRATEGY - Since jumps must be made, forcing the other player to jump you may be to your advantage, if you can then jump him back. In doing so, you not only free your own piece, but capture his as well. More detailed instructions and strategy can be found in the folder.

GOMONY[®]

THE GAME OF GOMONY

A. RULES

1. The game is played on an 8 x 8 chequered board with two different sets of 12 interlocking markers. The markers are divided into an upper and lower half of different colors. Markers are placed with the lighter colored portion uppermost on the dark squares in the first 3 rows on each side of the board. (Fig. 1)

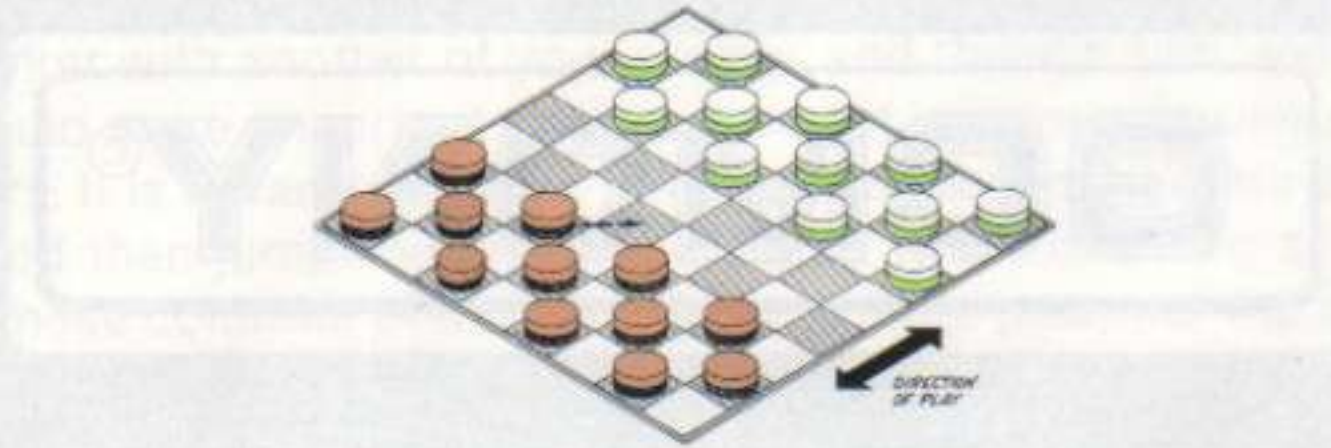


Figure 1

2. Each player takes turns moving his markers one square in a forward diagonal direction.

3. An opposing marker is jumped as in the game of checkers, however it is **not** removed from the board, but is placed beneath the jumping marker. The resulting column of two markers occupies the square the jumping marker would normally occupy. Fig. 2. If another opposing marker is jumped with this column, or in an ordinary double jump, the second jumped marker is also placed underneath.

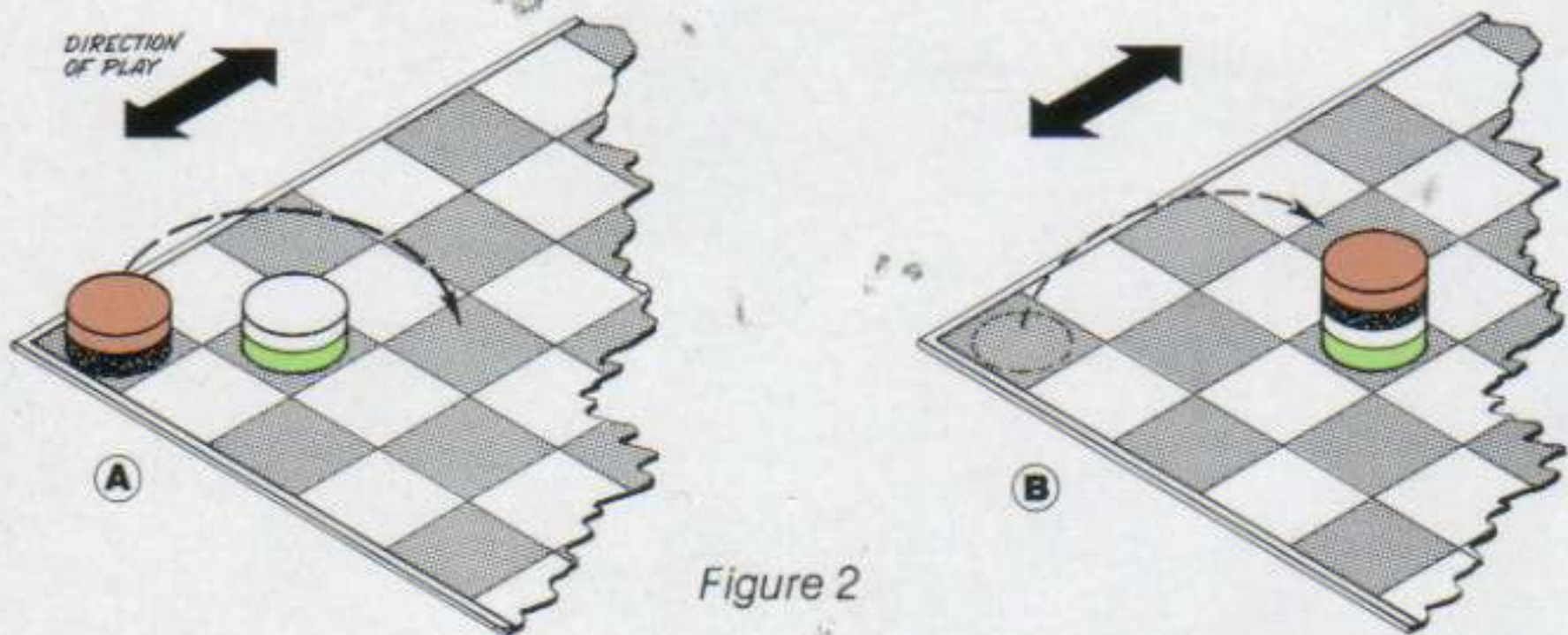


Figure 2

4. When a column of markers is jumped, only the uppermost marker is removed and placed beneath the jumping marker(s) which then occupy the normal square. The column which had been jumped and which now contains one less marker remains in its square. Fig. 3.

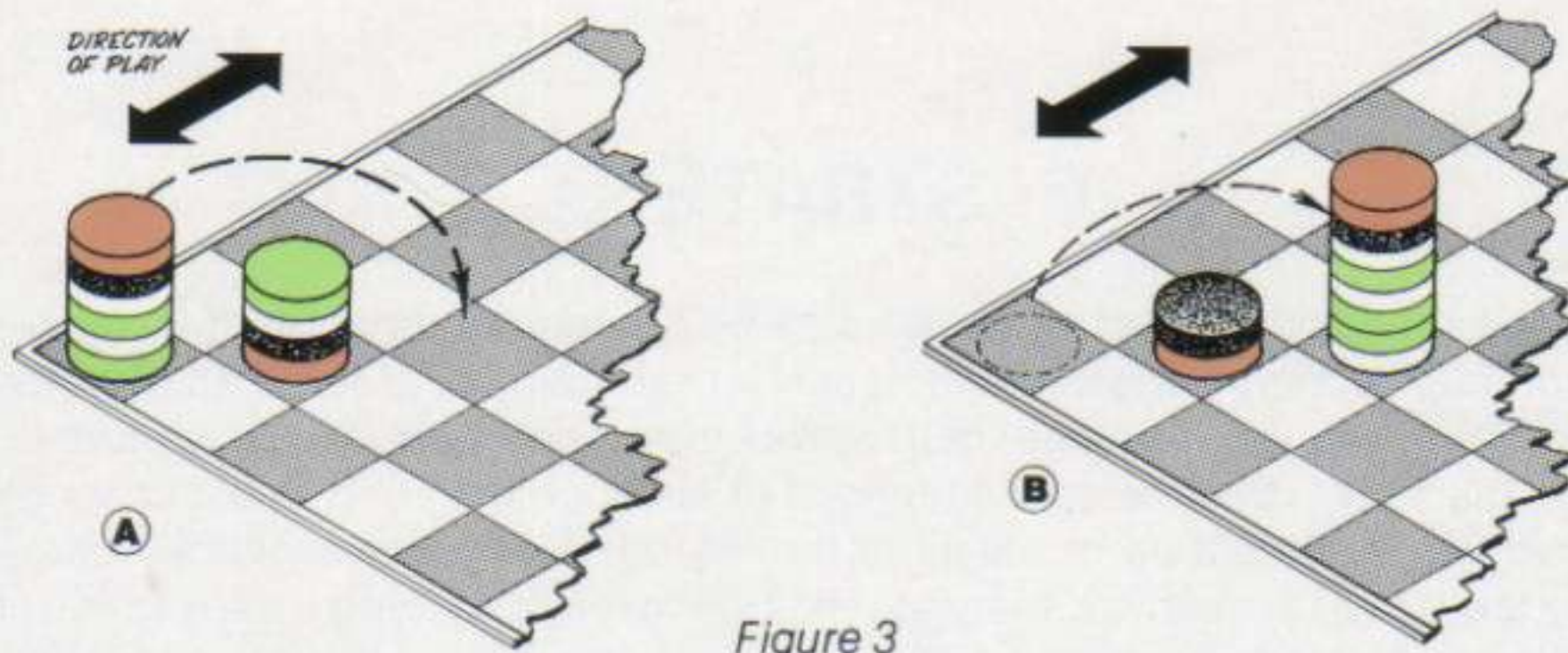


Figure 3

5. Jumps **must** be made. If one or more jumps are possible, a non-jumping move may not be made.

6. When a marker or column of markers reaches the opposite end of the board, the uppermost marker is promoted by inverting it so the darker colored half is uppermost. *Fig. 4.* This promoted marker, or column of markers, can now move one square, diagonally backwards or forwards. If this promoted uppermost marker gets removed in a jump, the remaining column resumes its normal moves as determined by the color of the remaining top marker. When a promoted marker is uncovered, it resumes its normal moves.

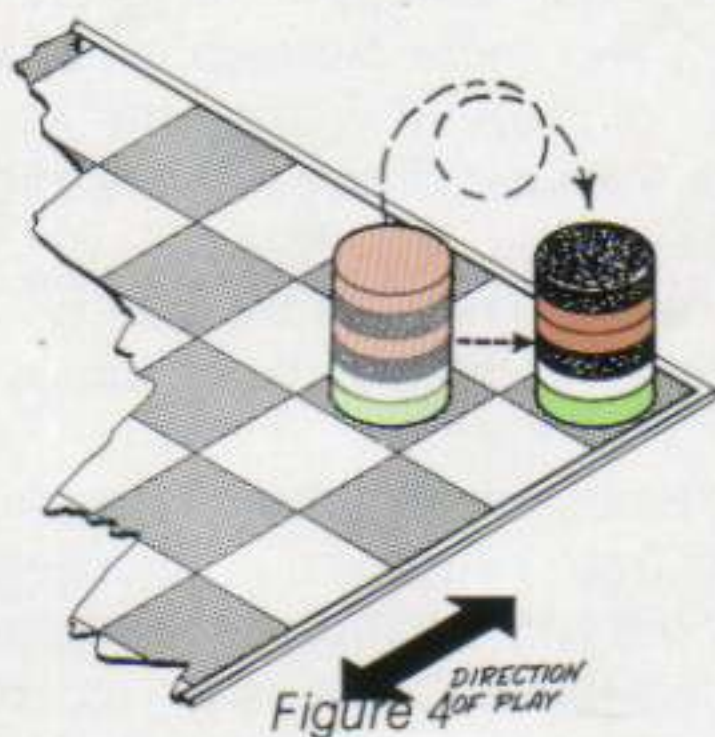


Figure 4

7. A promoted marker, after jumping a column, cannot reverse and jump the same column again in the same turn.

8. The game is over when one player buries his opponent's markers with his own. A stalemate, though unusual, is possible if one player's pieces are totally blocked and cannot move on his turn.

9. In games between opponents of unequal playing strength, the game can be evened by allowing the weaker player to begin with one or more of his markers in the promoted position (darker colored half uppermost.)

B. STRATEGY

Because the pieces never leave the playing board and are subject to recapture, the game is played aggressively with sacrifice of material to force an ultimate advantage. Therefore, when an opponent moves his piece where he can capture one of yours on the next move, the consequences of allowing the jump to occur should be examined before retreating or blocking the intended jump, as explained below.

There are two basic tactical themes. The first involves moving a marker in front of your opponent's marker, where he must jump and land in a position where you will capture his marker with another of your pieces, and thereby free your first marker.

The second and more important tactical concept involves the use of columns of multiple markers. It is advantageous to force your opponent to jump several of your own markers and then jump the resulting column to uncover two or more of your own markers. These columns of markers become more powerful the taller they get. For example, if a column of two markers is placed in front of an opponent's single marker, he will jump and remove one of the two markers. Your remaining marker can, if the direction of the jump is correct, capture his marker and free your first captured marker. This type of move is even more important if your opponent's single marker had been covering a column of your markers. Then the attack by your column of two markers will free a larger number of markers.

Similarly, a column of 3 can bury an opponent's column of 2, provided the direction of the jumps is correct and there are enough squares in the direction of the jumps. In planning this type of move, it is important to determine which direction uncovered pieces can move. This can easily be determined by noting the colors on the sides of the columns of pieces.

Promotion of as many markers as possible during the course of the game increases mobility and allows for combinations of jumps that can be planned far in advance.

A marker that is covering an enemy column of 3 or more deserves special protection to keep your opponent from jumping and uncovering his column. He will attempt to do so by approaching with multiple columns and trying to force jumps to position his final uncovering jump. Other less valuable pieces can be used to screen and protect this column as well as to attack an enemy piece which is covering a substantial number of your own markers. As the game approaches conclusion, these tactics become more and more important.

Often a single move can trigger a chain reaction involving many pieces on the board that completely changes the relative position of the two players. The challenge of the game is to visualize and force these situations to your advantage.