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AIM OF THE GAME

Be the first to eject six opposing balls from the board.

SETUP AND GAME TURN

Place the balls in their starting positions as shown in figure 1. Each player chooses a colour. The player with black marbles always goes first. Players take it in turns to move.

You can only perform one action on your turn. This turn action, or "Move", can be:

- a movement
- a "sumito" (or, pushing an opponent)

MOVEMENT

Each ball can only move one space. You can move your balls in any of the six directions of the game board and may move 1, 2 or 3 balls:

- 1 ball can be moved onto an empty adjacent space (see figure 2);
- 2 or 3 contiguous, aligned balls can be moved as a group (see figure 3).

They must all move together and in the same direction.

SUMITO: PUSHING YOUR OPPONENT

You can push your opponent's balls whenever you are in a position of numerical superiority. If you both have the same number of balls, a sumito is not possible. A sumito is only allowed when:

- moving in a line.
- there is an empty space or the edge of the board behind the balls that are being pushed.

There are only 3 possibilities for a sumito (see figure 4, 5, 6a, 6b).

EJECTING BALLS

A ball is ejected if it is pushed off the board as a result of a sumito (see figure 7). The first player to eject 6 opposing balls wins the game.

LIMITED TIME GAMES

It is possible to grant each player a limited amount of time for their whole game, such as 10 or 15 minutes each. Tournaments and competitions are always played using limited time.

