## Rules

This game is played on a go board, but only a 13×13 section of the grid is used for a two-player game. Play begins in the formation shown in fig. 1.

Each player has ten stones plus an extra distinct stone called the "tiger." Stones can move any number of spaces vertically or horizontally, like a chess rook. (Fig. 2) Stones may stop at any point along this path. A stone must stop if it hits another stone in its path. A stone must also stop if it hits the edge of the board. On your turn, you can move one stone or the tiger.


Fig. 1

Fig. 2
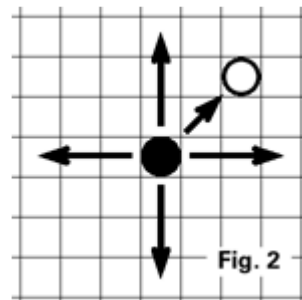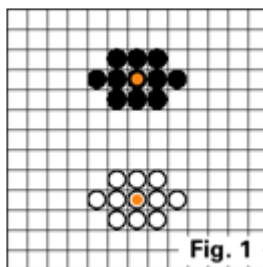
Bumping

When a stone hits another stone that has no adjacent stone "behind" it, that is an adjacent stone in the same direction, it is "bumped." Under normal circumstances, stones move like chess rooks, but for the purposes of bumping, they move like chess queens. Under no other circumstances can a stone move diagonally except to bump another stone.

A "bump" occurs when your stone (the "bumper") hits another stone in its path. This causes the "bumped" stone to move a number of spaces in the same direction the bumper was traveling. Adjacent stones cannot bump each other. (Fig. 3) There must at least be one empty space between them to be used as the bumper's "running start." (Fig. 3)

For example, if a Stone A had a running start of eight spaces before hitting Stone B, Stone B would move seven spaces. If Stone B hits another stone in its path (Stone C), then the distance Stone B actually traveled would be considered its "running start" when determining how far Stone C must travel. (Fig. 3)

When a stone is bumped, the bumper moves onto the space that the bumped stone previously occupied. Meanwhile, the bumped stone travels one fewer spaces than the bumper's running start, in the same direction as the bumper. Bumped stones cannot control where they stop. A stone cannot be bumped if there is another stone in an adjacent space in the same direction. (Fig. 3)

A bumped stone does not have to stop at the wall. The wall merely bounces it back in the opposite direction. If the bumped stone hits the wall diagonally, the stone is bounced back at a 90° angle. (Fig. 4) You can form chain reactions of bumped stones bumping into other stones bumping into still more stones.

Fig. 3

Fig. 4
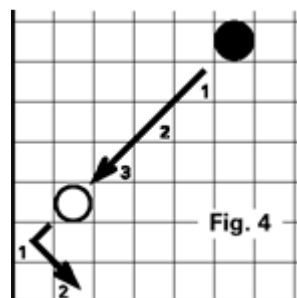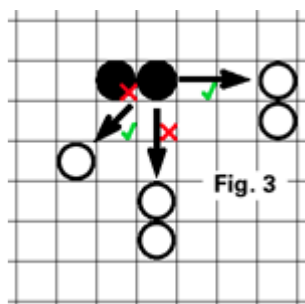
The Tiger

The tiger moves one space horizontally or vertically. (Fig. 5)

Fig. 5
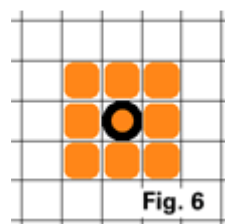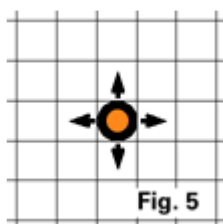
Fig. 6

The spaces adjacent to the tiger are called its "territory." If any opponent's stone ever lands on, or even passes through, your tiger's territory, it is "eaten" and removed from play. (Fig. 6) Tigers cannot eat their own stones. Tigers can, however, eat other tigers. In case a tiger crosses the territory of another, the invading tiger is eaten. If a tiger lands on a space adjacent to an opponent stone, the stone is eaten. Tigers can only eat one stone during its players turn. Eating is an automatic action of the tiger and does not count against its player's possible actions during his turn.

A tiger can be bumped, but only if it is bumped by one of its own stones. The tiger can be "trapped" by opponent stones. If there is an uninterrupted horizontal row of spaces between the tiger and an opponent stone, the tiger cannot move within that row. It can still move within the column. (Fig. 7a) If there is an uninterrupted vertical column, the tiger cannot move within that column, but is free to move within the row. (Fig. 7b)

One of the tiger's stones can break the trapping stone's "line of sight," thus freeing the tiger. However, if two opponent stones have an unbroken column and an unbroken row between themselves and the tiger, the tiger cannot move at all. (Fig. 8) The only way to free the tiger is to move a stone into one of the trapping stones' lines of sight, bump the tiger out of the trapping stones' line of sight, or bump one of the trapping stones out of alignment.

Fig. 7a

Fig. 7b

Fig. 8
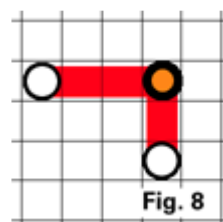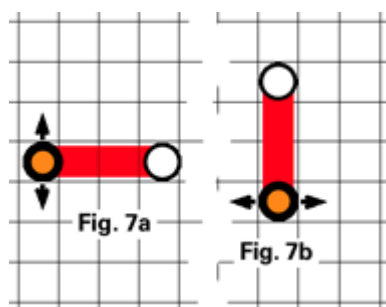
Winning

There are a few ways to win the game:

1) Remove all your opponent's basic stones from the game.
2) Remove your opponent's tiger from play.
3) Trap your opponent's tiger in a position from which it cannot escape nor can any of his stones rescue it.

Optional Rules

Gravity

- The standard bumping distance is one space fewer than the bumper's running start. However, by adjusting the "gravity" of the board, you can increase or decrease the number of spaces a bumped stone travels. In low gravity, add spaces to a bumped stone's distance. This leads to longer chain reactions and more unpredictable outcomes. In high gravity, reduce the spaces. This leads to shorter chain reactions, but more precise outcomes.

Weighted Stones

- **Elephants**: These stones are 'heavy.' When an elephant bumps another stone, add spaces to the bumped stone's distance. When the elephant is bumped, reduce an equal number of spaces from its own distance. They're good at starting off chain reactions or finishing chain reactions, but suck in the middle. Elephants can bump adjacent stones. Adjacent stones cannot bump elephants.
- **Hummingbirds**: These stones are 'light.' When a stone bumps a hummingbird, add spaces to the hummingbird's distance. When a hummingbird bumps another stone, reduce an equal number from the bumped stone's distance. Adjacent stones can bump hummingbirds. Hummingbirds cannot bump adjacent stones.

Wall-Bouncing

- **Springy Walls**: Bouncing off a wall adds spaces to your ricochet. (Opposite: Walls that subtract spaces.)
- **No Walls**: Stones ricocheted off the edge of the board are removed from play.
- **Pac-Man Walls**: Stones ricocheted off the edge come out the opposite side, still going in the same direction.