

NutsSorting

Designed by **Kanare Kato**

2 players / 30 minutes / 8 years and older

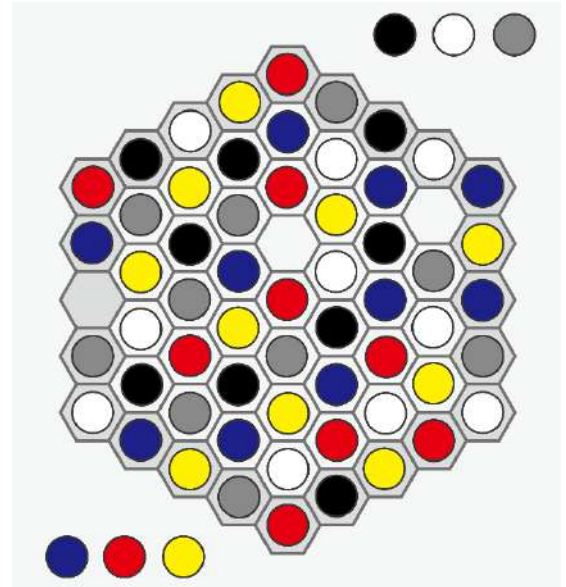
Nuts Sorting is a game of removing pieces of the six colors that represent nuts as efficiently as possible. The active player moves pieces of his/her assigned color or removes groups of pieces but must be careful not to do so to help his/her opponent.

SETUP

1. use a hexagonal board with 5 hexes on each side. First, one player randomly places 10 pieces of each of the six colors on the board (one cell is left blank).
2. the color of the pieces is divided into red, blue, and yellow sets, and black, white, and gray sets. The player who did not place the pieces chooses either the set of his/her color or takes the first move (if he/she takes the first move, the player who placed the pieces chooses the set of his/her color).
3. the one who becomes the second player removes from the board one piece of his or her color and one piece of his or her opponent's color (the number of empty cells on the board is now three). -Fig.1

DEFINITION

A group refers to a cluster of pieces of the same color that are adjacent to each other. The size of a group is the number of pieces in that group.



(Fig.1) Setup example. The pieces on the outside of the board are placed to indicate the color assigned to each player.

GAME PLAY

Starting with the first player to move, turns alternate. The active player performs one of the following actions. Passing is not allowed.

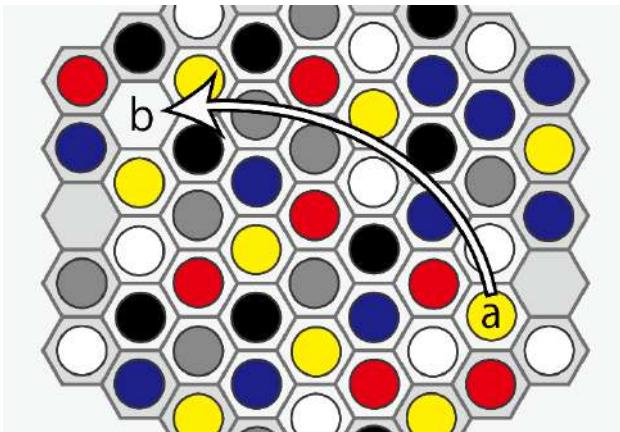
- Move

Move one of the pieces of your color to an empty cell on the same line as the piece. Pieces can jump over any other pieces or empty cells in between. However, the moved piece must belong to a larger group than the one before the move. -Fig.2

- Pickup

Remove any one of all your groups from the board. However, you may not remove all pieces of a color from the board.

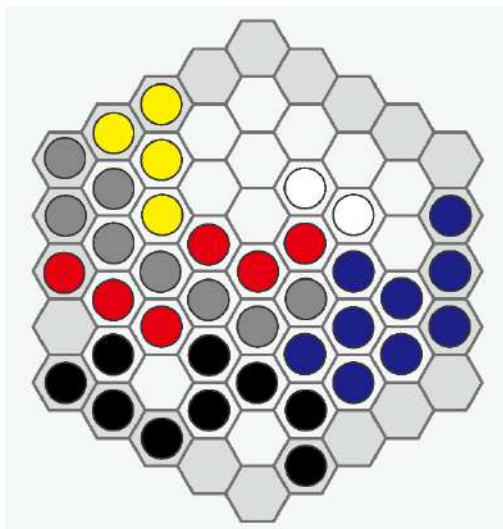
-Fig.3



(Fig. 2) Example of move; when the yellow piece a is moved to position b, the size of the group of the yellow pieces including the piece a increases from 1 to 3.

GAME END

The player who has just one group for each three colors in his/her charge wins.



(Fig.3) The black-white-gray player wins.