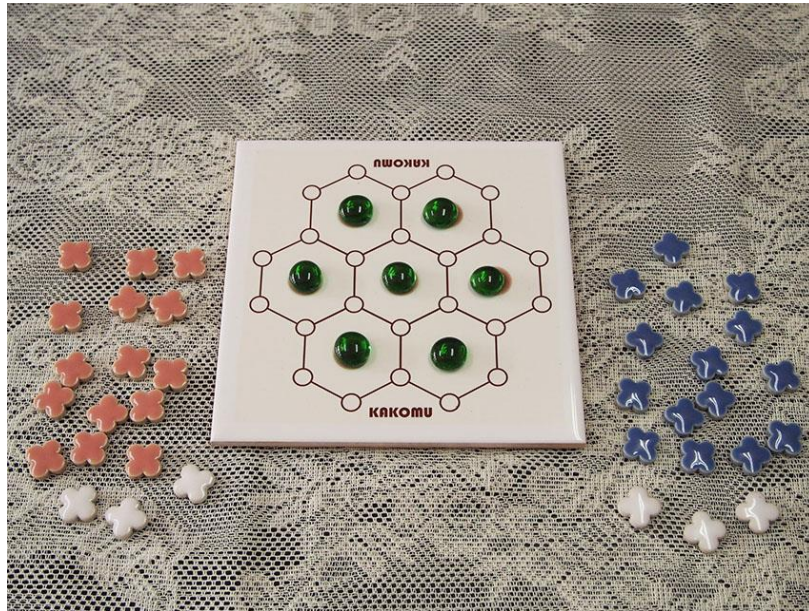


Kakomu

Hexagonal board consisting of twenty-four intersection points and paths. Place seven gems in the initial arrangement in seven places surrounded by intersection points. Each has thirteen pink, blue kema, and three neutral pieces. In the initial arrangement on the board surface There are no pieces.



Decide the first and the second step in the right way. The game is played one hand at a time.

What you can do for your turn

1: Just place the pieces on the board. You can place up to three in one take. The pieces to be placed are neutral even if they are self-made. It doesn't matter which piece it is.

2: When all six intersections surrounding the jewels are filled, either pink or blue pieces are if you're in place more The player can earn the surrounding gems.

3: Remove the gems from the board. Pins around the jewel pieces at the same time K and Blue pieces are also on the board It is removed from. The neutral pieces are left on the board. This action is over. It will be done at the time it is done.

You cannot continue to place pieces after the action. Surrounding two or more gems is also possible.

4: Pieces cannot be placed at an unenforceable intersection around the jewel.

5: Pass is not allowed.

6: If all the pieces are used up, it will be a playover. The opponent's play will continue.

7: The game will be over when both players have exhausted all their pieces.

[Winning and Defeat]

Earn four gems faster or get more gems at the time of game over The player you have. You will win.

If the number of gems is the same, assume that all the empty points on the board were placed in neutral pieces. Decide on the acquisition of the gems left on the board.

However, in the case of the same number, it will be a draw.

[Mitsuo Yamamoto, 2023, www.logygames.com/logy/kakomu.html]