

Bamogo

Player: 2

Overview: The objective is to connect two opposing sides through a line of stones **of** the same colour.

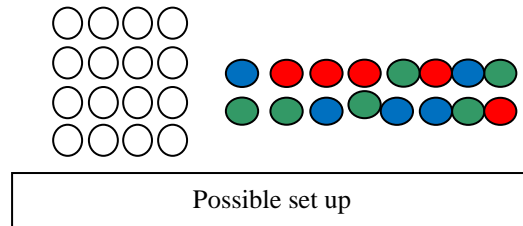
Set-up

Put the play area face up in the middle of the table.

The stones **are arranged in two parallel lines**. It is important that each pair of stones consists of two different coloured stones. The side of the line that is closer to the play area is considered the “front”.

The starting player will have to connect the North side of the board with the South side, the other player will connect the West side with the East side.

The starting player makes his first move.



Flow of the game

A turn consist of ONE of the following:

- Place two new stones on the board **OR**
- Switch the position of two **adjacent** stones.

You cannot do both!

If the player chooses a) He takes the first two stones from the line and places them on two adjacent positions on the board. He can put them in any way as he **wants** to (above each other, beside each other), as long as they are adjacent. Exception: If there are no two adjacent spots on the board left, he can put them anywhere he likes.

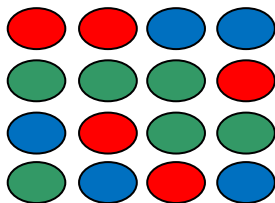
If the player chooses b) He can switch the position of two adjacent stones. It is not allowed to **undo** the switch the previous player just made.

Afterwards the second player makes his move.

Winning the game

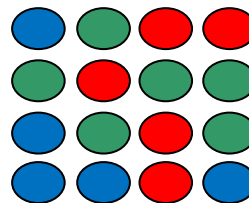
As soon as two sides are connected through a continuous line, the corresponding player wins. The line does not have to be straight, but the stones have to be adjacent. Diagonal connections don't count.

If both players have archived a winning condition at the same time, the player who made the last move wins.



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The second player wins (East and West are connected through the green stones)



NOT a winning connection since the stones are only connected diagonally. Both players can win by making a switch.