Gomoku Roku
ゴモクロク

For 2 Players

About 15min

Over 8 ages

石を置く。石を動かす。五目並ぶ！
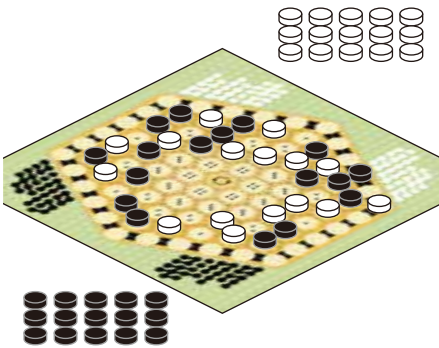Place your stone. Move your stone. Line up your stones!

【Game's Goal】

On your turn, place a stone aiming to form a line of five or more of your stones in any column where a black straight line passes through. However, **this game is not always a turn-based placement game.** While placing stones closer to the center of the board makes it easier to form lines of five, it also increases the number of opportunities for your opponent to place stones.

Where to place your stones, which column to line up five in a row—keep your eyes on the board and aim for victory.
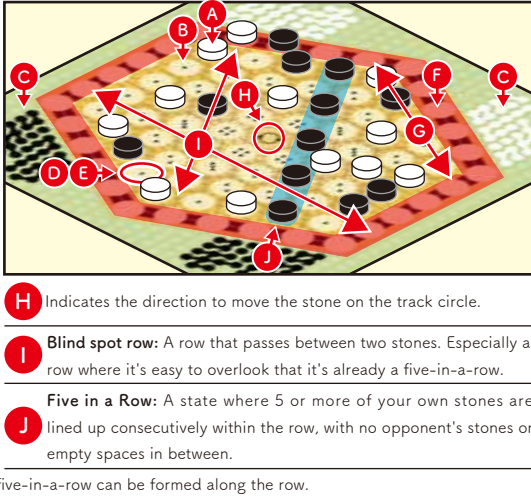
【Contents】

- 1 Play sheet
- 31 black and white stones
- 1 Rule book
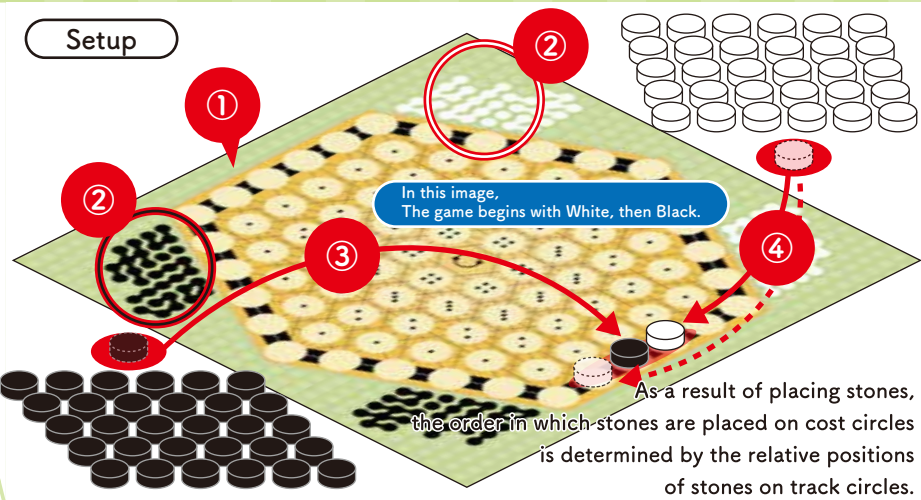
【Board and Words Explanation】

A Stone : What you place during your turn.

B Circle : A place to put stone.

C Mark : Mark of Gomokuroku.

D Cost : The ● (black dot) drawn on the circle.

E Cost circle : The circle where you place your stone during your turn. Move your stones on the track circles by the number of ● on that circle.
Track circle : The outermost circle on the board. During setup, each player places one of their stones here.

F The relative positions of these stones indicate whose turn it is. Stones move clockwise. When facing the direction of clockwise movement, the player whose stone is farther back takes their turn.

G Row : Indicated by a black straight line passing through the circles, signifying that a five-in-a-row can be formed along the row.

H Indicates the direction to move the stone on the track circle.

I Blind spot row: A row that passes between two stones. Especially a row where it's easy to overlook that it's already a five-in-a-row.

J Five in a Row: A state where 5 or more of your own stones are lined up consecutively within the row, with no opponent's stones or empty spaces in between.

【Setup】-Standard-

※If you'd like to play a different version, please also check out the reverse side.

① Players face each other with the play sheet spread out between them.

② Each player receives all 31 stones of the color indicated by the mark drawn in the corner of their play sheet.

③ The player holding the black stone places 1 stone on any track circle of their choice first.

④ The player holding the white stones places 1 white stone on either of the two adjacent circles to the track circle where the black stone is placed. **As a result, when facing the direction of play (clockwise), the player whose own stone is placed further back becomes the first player, and the game begins.**

Setup

In this image,
The game begins with White, then Black.

As a result of placing stones, the order in which stones are placed on cost circles is determined by the relative positions of stones on track circles.

【Procedure】

This game is not one where players take turns placing stones.
The player whose stone is clockwise behind the track circle on the board takes their turn.
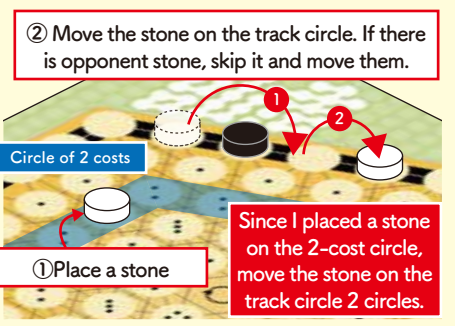
Step 1: Place a stone on the cost circle.

On your turn, place 1 stone on a cost circle (●: a circle with a black dot).

Once a stone is placed on a cost circle, it cannot be moved until the game ends.

You cannot place a stone on top of another stone already placed on a circle.

The center is not a cost circle, so you cannot place stones there.

You cannot place stones on the track circle.

The player whose stone is clockwise behind the track circle takes their turn.

Stones cannot be stacked.

If it's not lined up Five-in-a-row... The player whose stone is clockwise behind the track circle takes their turn.
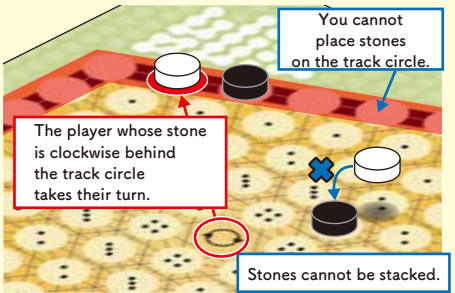
Step 2: Move the stone on the track circle

Move your own stone clockwise on the track circle by the cost of the circle placed in Step 1 (●: number of black dots).

For example, when placing a stone on a circle of 2 costs, move one of your stones on the track clockwise by 2 spaces. If an opponent's stone occupies the circle you intend to move to, skip that circle and move to the next available circle.

② Move the stone on the track circle. If there is opponent stone, skip it and move them.

Circle of 2 costs

① Place a stone

Since I placed a stone on the 2-cost circle, move the stone on the track circle 2 circles.

Step:3 Check Five-in-a-row

After moving a stone on the track circle, if your stones line up 5 or more in any row where a black line passes through, you win. **The stones referred to here include those on the track circle.** (See the right-hand illust or the back of this page)

If the game is not decided, the player whose stone is further back on the track circle clockwise takes the next turn.
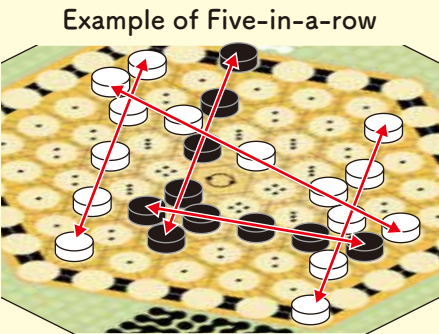
【If the late game】

In rare cases, a player cannot place a stone on their turn. In such cases, that player loses.

Additionally, if the following situation occurs, it will result in a draw.
・ If the game appears unlikely to be decided, and you propose a draw to your opponent during their turn, and they agree (if they refuse the proposal, the game continues).
・ If all the cost circles are filled and no five-in-a-row is lined up.
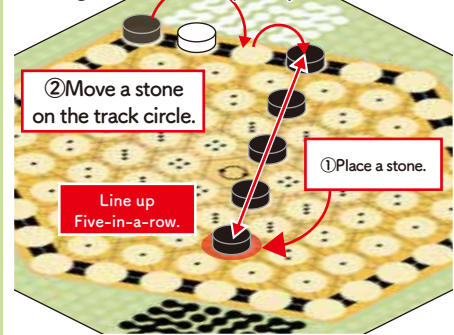
Example of Five-in-a-row

Victory condition

W 5 or more of your own stones are lined up

L When you can no longer place a stone on your own turn
Late in the game, when there's still a possibility of forming a line of five stones, yet you have no stones left to play.

D No one's stones form a five-in-a-row.

**Go to 【Is this formed Five-in-a-row?】, 【How about different version??】▶▶▶**

【Is this formed Five-in-a-row?】

Example 1: After placing a stone on the cost circle, move stone on the track circle equal to the cost. This creates a line of 5 stones, resulting in a Black victory. **If form a Five-in-a-row included the stone on the track circle, it must be formed it after moving the stone completely.**
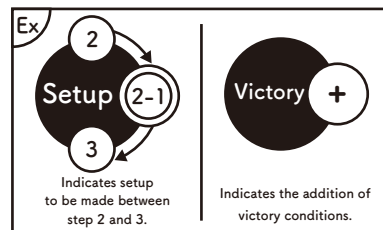
Example 2: When a stone is placed on the cost circle, it temporarily forms a five-in-a-row pattern including the stone on the track circle. **However, determination of the game occurs after moving the stone on the track circle, this does not constitute a five-in-a-row in this case.**

②Move a stone on the track circle.

①Place a stone.

Line up Five-in-a-row.

①Place a stone.

②Move a stone on the track circle.

No Five-in-a-row.

You win by placing a stone and forming a line of five-in-a-row after moving it.
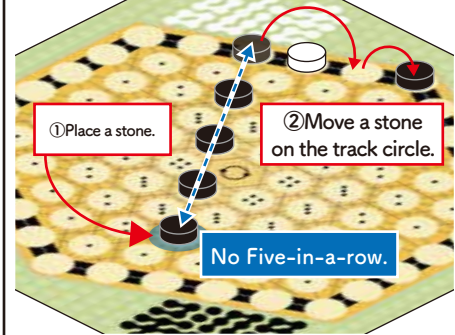
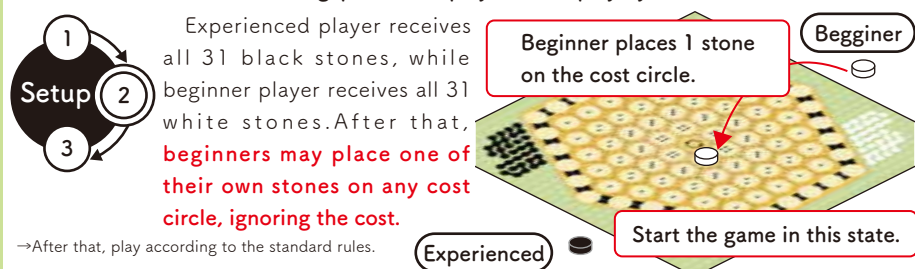## 【How about different version??】

While the standard rule is great, we've come up with various ways to play for those who want to enjoy different version experiences.

This document outlines changes and additions to the setup process based on the standard rules. Please also refer to the "Setup" on the front side.

Ex

Setup ②-1

Indicates setup to be made between step 2 and 3.

Victory +

Indicates the addition of victory conditions.

-Handicap-

●If there's a skill gap between players, let's play by these rules.○

Setup ②

Experienced player receives all 31 black stones, while beginner player receives all 31 white stones. After that, **beginners may place one of their own stones on any cost circle, ignoring the cost.**

→After that, play according to the standard rules.
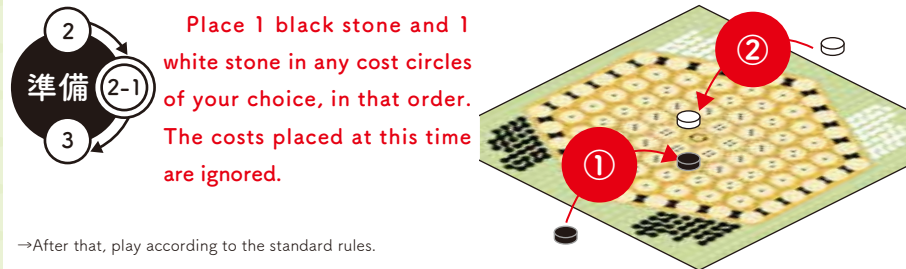
Begginer

Beginner places 1 stone on the cost circle.

Experienced

Start the game in this state.

【How about different version??】 Continue

-Dynamic-

●That stone placed casually brings the board to life.○

準備 ②-1

Place 1 black stone and 1 white stone in any cost circles of your choice, in that order. The costs placed at this time are ignored.

→After that, play according to the standard rules.

②

①

-Thrilling-

●Fewer stones means more thrilling.○

準備 ②

Each player starts the game with **21 stones instead of 31.** The remaining 10 stones are not used.

Each player uses 21 stones

The remaining 10 stones will not be used.
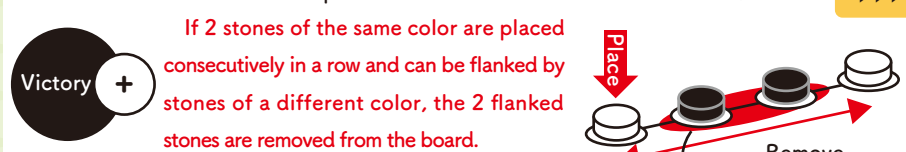
→After that, play according to the standard rules.

-Ninuki-

●Aim to line up five-in-a-row and avoid to be removed.○

Detailed rules ▶▶▶

Victory +

If 2 stones of the same color are placed consecutively in a row and can be flanked by stones of a different color, the 2 flanked stones are removed from the board.
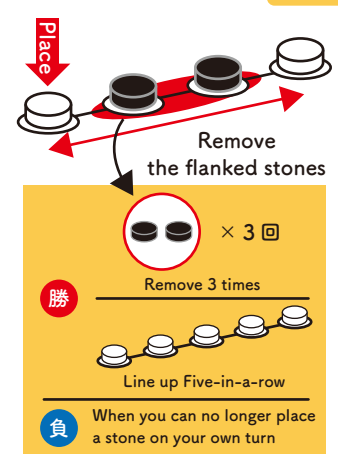
The removed stone is placed in the player's hand who removed it. And Victory is achieved upon fulfilling any one of the conditions.

① **Remove 3 times of your opponent's stones (six stones total).**

② **Form a line of 5 or more of your own stones.**

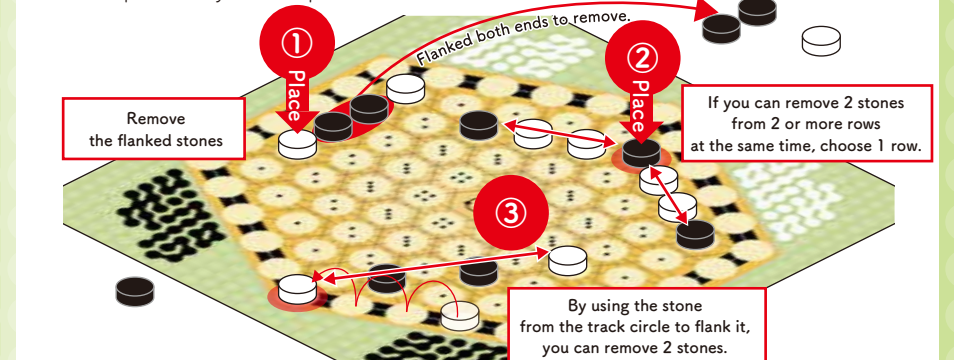→After that, play according to the standard rules.

※You may place a stone again on a circle from which a stone has been removed.

Place

Remove the flanked stones

×3回

勝 Remove 3 times

Line up Five-in-a-row

負 When you can no longer place a stone on your own turn
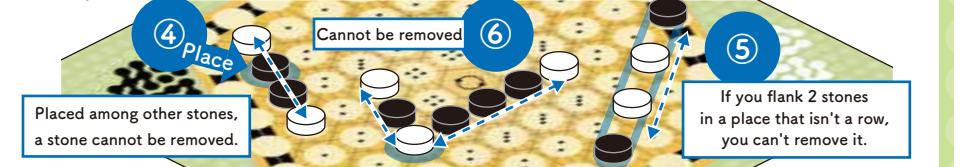
-Ninuki（Detailed rules）-

①If you can flanked 2 opponent's stones that are placed consecutively with your own stones, remove those 2 stones. The player who removed the stones collects them.

②If placing a stone allows removing 2 stones from 2 or more rows same time, you cannot remove 2 stones from all rows. Instead, you must choose 1 row to remove 2 stones from.

③You can remove 2 stones that are flanked between it by using the stone on the track circle.(provided you have placed the stone and moved it)

① Place — Flanked both ends to remove. — ② Place

Remove the flanked stones

If you can remove 2 stones from 2 or more rows at the same time, choose 1 row.

③

By using the stone from the track circle to flank it, you can remove 2 stones.

④If you place a stone on a circle that would flanked between 2 consecutive stones, it will not be removed.

⑤If it's not a row, two consecutive stones of the same color will not be removed.

⑥Only two stones in a row can be removed.

④ Place — Cannot be removed — ⑥ — ⑤

Placed among other stones, a stone cannot be removed.

If you flank 2 stones in a place that isn't a row, you can't remove it.