

Zumo

2022, Christian Freeling, <https://mindsports.nl/index.php/the-pit/1196-zumo>

Zumo is a game of energy transposition for two players: Black and White. It is played on the cells of an initially empty hexhex board of size 10.

Black plays first, subject to a swap option by White, then turns alternate. The first placement of each player is free. On subsequent turns you must:

- Place a stone of your colour on an empty cell in such a way that it has at least one friendly sightline.

Now the stone automatically sucks in one unit of energy along every friendly sightline. This is indicated by moving every friendly stone in sight one step *towards* the placed stone.

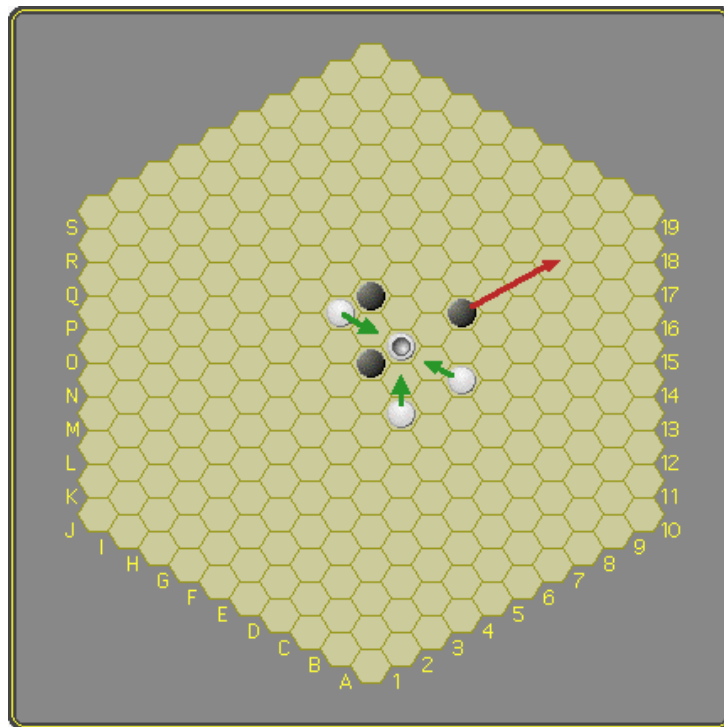
If a stone is placed *adjacent* to a friendly stone, then this stone cannot move further towards it. Instead, it 'moves' onto the cell of the placed stone and evaporates in the process. In other words: it disappears. But just like any other friendly stone in sight, it delivers one unit of energy to the placed stone.

Then, optionally, the player may push away on or more opposing stones in line-of-sight, where the number of hexes moves is *exactly* the total energy collected (except if the stone is pushed off-board, see goal). In doing so, any stones that a pushed stone(s) may encounter, whether black or white, are removed from the board in the process.

Theoretically a player may encounter a position in which he has one stone left, that is tightly surrounded by opponent's stones. He then is unable to place a stone and thus must pass.

A 3-fold repetition of the same position with the same player to move is not allowed.

Goal. The first player that pushes an opposing stone over the edge wins.



The white stone is placed at J11 and the three friendly stones in sight all move one step closer. The player uses that energy to push one black stone three hexes away.