

Absorption

Pieces

There 36 two-sided pieces worth 1 point each. Each player chooses a color. The game is played on an 8x8 board.

Setup

Each player places 6 stacks of three pieces each on the row closest to them XXX -- XXX (their own color up). These pieces are under their control.

Movement

Stacks may move in any orthogonal direction (up, down, left, right) or diagonally. A Small stack (1 piece) may move 1 or 2 spaces in a straight line. A Medium stack (two pieces) moves 1 space. Large stacks (three pieces) do not move. No piece may move through an existing piece or stack.

Once per turn, a player's options (in order):

- A: Split or Merge once (must)
- B: Move one stack not involved in the Split or Merge (optional)
- C: Absorb (if possible)

Split or Merge

A player **must** Split or Merge once per turn. If a player cannot split or merge, they forfeit the game.

Split: If a stack is split, the player removes the stack and places its pieces in smaller stacks onto the board, in unoccupied, adjacent spaces, orthogonal or diagonal to the original position (the red X's Figure 1). E.g. a Large stack (3) may split into a medium (2) and a small stack (1) (see Figure 2) or into three small stacks (1, 1, 1). A Medium piece may split into two small stacks (1,1). Small stacks cannot split. If any of the resulting pieces are small, they may move 1 or 2 spaces immediately; though they cannot go back onto the space occupied by the original stack. If there are not enough free spaces around the splitting piece for the resulting pieces, that piece may not split.

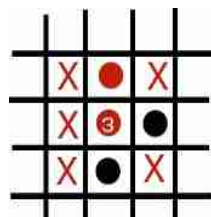


Fig. 1

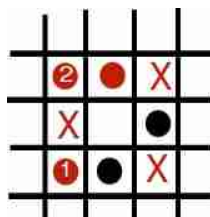


Fig. 2

Merge: If a player merges pieces, select adjacent stacks to be included (total up to three pieces) (see Figure 3) and combine them into a new stack. The new stack is placed onto the board in one of the locations of the Merged (see Figure 4) pieces. No stack may be more than 3 pieces high.

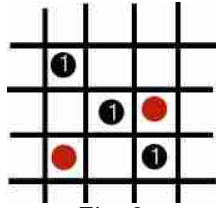


Fig. 3

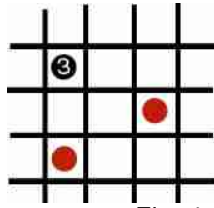


Fig. 4

Move

A player may move one stack not involved in a split or merge this turn.

Absorb

Absorb occurs at the end of a turn. If a stack (or stacks), is bordered ORTHOGONALLY by opponents greater than its value, it must be absorbed. The Absorbed stack is removed from the board and the pieces turned over. These pieces are then added to the capturing stacks. E.g. (see Figure 5) a medium stack (2) is bordered by three small stacks (3 total value), so the medium stack is removed and turned over.

The Absorbing player has 2 pieces to use. That player could add one piece to two of the small stacks (1+1, and 1+1) resulting in 2 medium stacks (see Figure 6a), or they could add both pieces to a small stack (1+1+1), resulting in one large stack (see Figure 6b). A stack that cannot be totally absorbed into the capturing stacks cannot be absorbed. E.g. a large (3) surrounded by two Medium stacks (2 and 2) could not be captured since you cannot use all three absorbed pieces on the surrounding stacks. Any stack may be involved in more than one Absorption. No stack may be more than 3 pieces high.

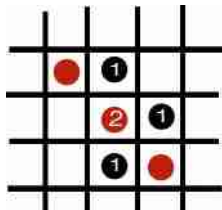


Fig. 5

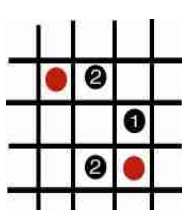


Fig. 6a

OR

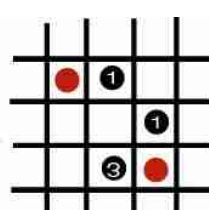


Fig. 6b

Victory

The player who maneuvers his opponent to have a total of 3 points or less under their control wins the game or claims victory by forfeit if a player cannot split or merge.