

9

(nine)

A game for 2 to 4 players by Adam Kałuża

INTRODUCTION

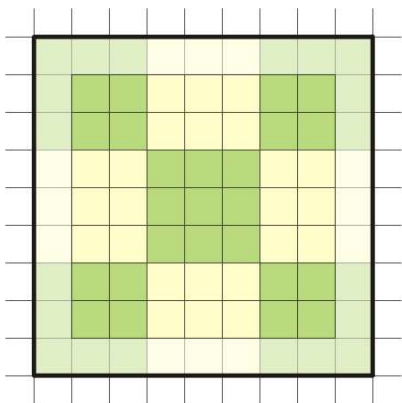
In '9', players move their counters along the rows and columns of the board in order to 'conquer' its 9 sections. The counters move until a stone is found on their way.

COMPONENTS

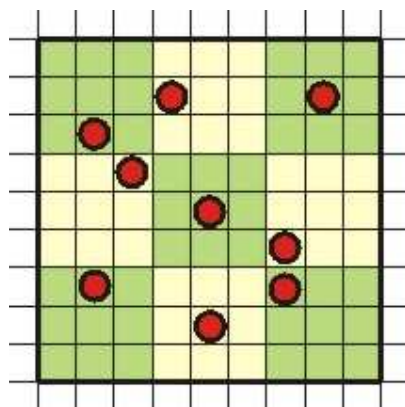
- Board
- 9 red counters
- 18 yellow counters, 18 blue counters, 12 orange counters and 9 green counters
- Carrying case

GAME SETUP

Place the board in the middle of the playing surface. The board is divided in 9 sections of 3x3 squares each. In the setup phase, players take turns placing one red counter (neutral) on each section. These counters cannot be placed on the edge cells of the board.



The red counters cannot be placed on the greyed-out cells.



Example of board setup

Each player has an allocated colour and a number of counters according to the following table:

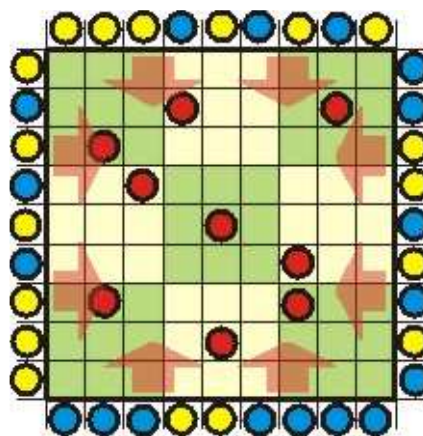
Player	Colour	Counters per player		
		2 player game	3 player game	4 player game
1 st	Yellow	18	12	9
2 nd	Blue	18	12	9
3 rd	Orange	-	12	9
4 th	Green	-	-	9

HOW TO PLAY

The game is played in 2 phases - placement and movement.

Placement phase

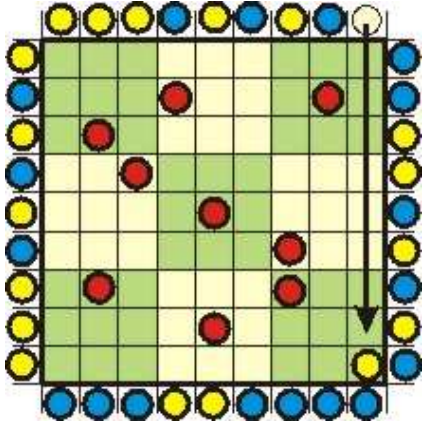
During placement phase players take turns clockwise placing their counters outside the board, next to the edge fields. The placement ends when all slots are taken.



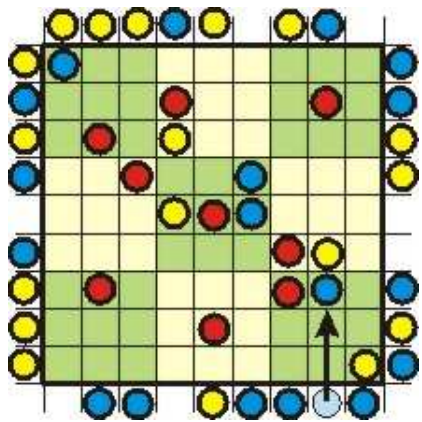
Example of setup for 2 players. Red arrows show direction of counter movement

Movement phase

During the movement phase players take turns picking one of their counters at the edge of the board (outside of it) and moving it along its row/column until it hits another counter (any) or hits the opposite edge of the board (in this case it usually blocks one or two counters still waiting to enter the board).



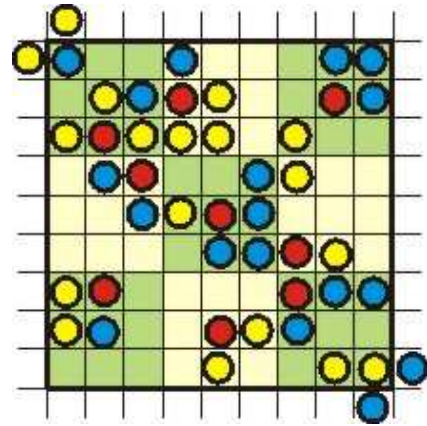
Example: Yellow player moves his counter, which stops on the edge of the board. In this move, yellow player is blocking two blue counters



Example: Blue player moves his counter, which stops next to the yellow counter

If a player cannot move a counter then he passes.

END OF THE GAME

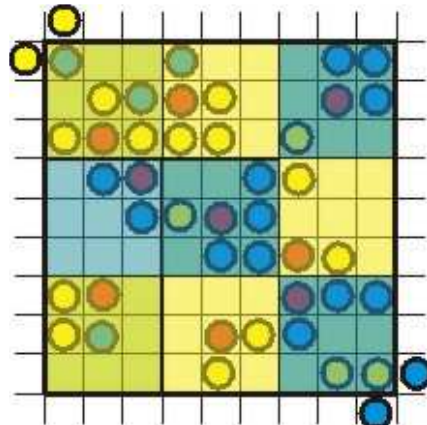


Example: Players can't make move

When there are no more possible moves, the game ends. Each player scores 1 point for every section he's conquered. A section is conquered by a player when this player has more counters on this section than any other player. In case of one or more players tying for a section, no one scores for it.

The player with the highest score is the winner. In case of a tie, the last of the tied players wins.

Example: If players tie in a 2 player game, the second player wins.



Example of scoring

In this picture 5 sections have been conquered by Yellow and 4 sections have been conquered by blue. So Yellow wins.

2 PLAYER TOURNAMENT

In a tournament, players must play twice, once with *Yellow* and once with *Blue*. Each player sums up its score playing *Yellow* and its score playing *Blue*. The player with the highest total score wins the tournament.