

SumOn

by Markus Hagenauer

INTRODUCTION

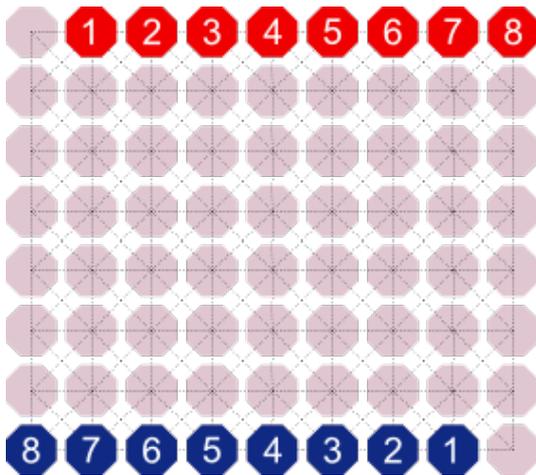
Sum On is an abstract strategy game of clever move chaining, for two players. You must use both **your** pieces and your **opponent's** pieces to make bonus moves, so step wisely!

COMPONENTS

- a 9×8 board
- 8 red pieces numbered 1–8
- 8 blue pieces numbered 1–8

PREPARATION

Place the 16 numbered pieces on the 9×8 board as shown below:



One player plays blue and goes first; the other plays red. Sit such that your line of pieces is on the row closest to you.

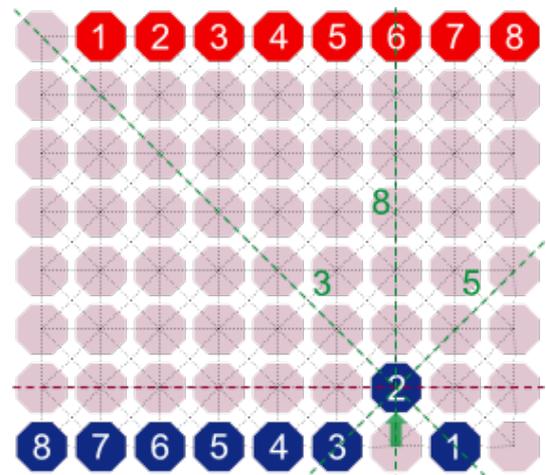
DEFINITION

To **move** one of your pieces always means to move it one step forward (either orthogonally or diagonally forward) to an empty space. You can never move sideways or backwards.

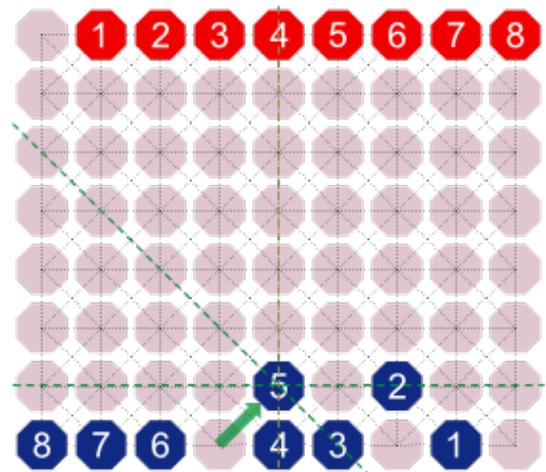
GAMEPLAY

On your turn, perform the following steps:

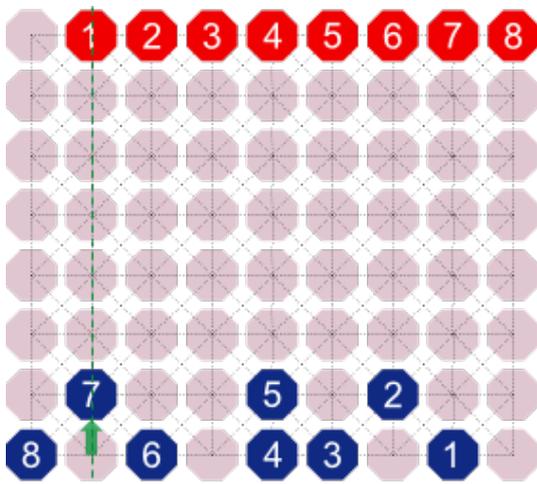
1. Move **any** one of your pieces.
2. If the piece you just moved is aligned on an orthogonal or diagonal axis with other pieces, you may be able to make a bonus move, if you wish:
 - a. Select an axis that includes the piece you just moved and at least one other piece.
 - b. Sum the numbers of **all** pieces along the axis.
 - c. You may move your piece whose number matches the sum. After moving it, repeat to Step 2.
3. Your turn is complete when you are unable or unwilling to move again.



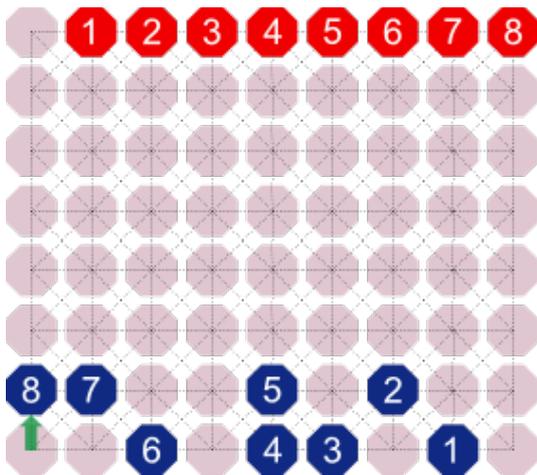
Example (red pieces rotated for clarity): Blue chooses to move piece 2 first. Now he has 3 axes from which he can choose (the horizontal axis has no other piece on it, so it is not an option). He could move piece number 3, 5, or 8 next; or simply opt to end his turn.



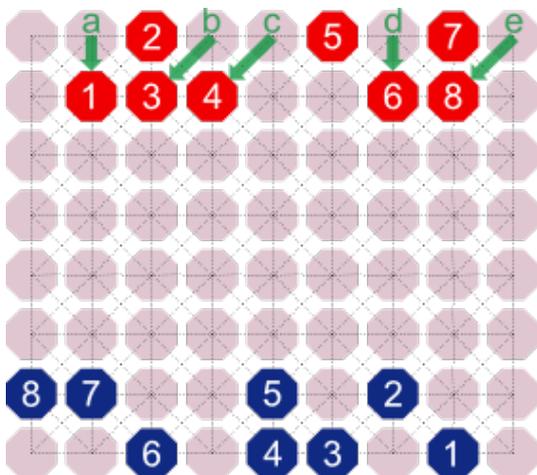
He chooses to move piece 5 diagonally. Now he has axes with the sums of 7 and 8 available (the sum of 13 formed in 5's column is irrelevant, because there is no 13 piece).



He moves piece 7 straight ahead to get an axis with the sum of 8.



Finally, he moves piece 8, and then he has to end his turn.



Then Red responds by moving pieces 1, 3, 4, 6 and 8.

END OF THE GAME

If you are unable to make a legal opening move on your turn (i.e. all of your pieces either have reached your opponent's side of the board, or are blocked by other pieces), the game ends.

Each player totals the numbers on their pieces that made it to the opponent's side. The player with the higher sum wins! If both players have the same sum, the player, whose inability to move ended the game, wins.

VARIANTS FOR EXPERIENCED PLAYERS

- We recommend using the **pie rule** to eliminate any first move advantage: after Blue's first turn, Red may choose either to take a normal turn and play the rest of the game as red, or to switch sides and play the rest of the game as blue. If the second player chose to switch, the first player takes Red's first turn, and the game continues from there, now that both Blue and Red have had a turn.

- Start with an empty board, and take turns placing one of your pieces on one of the spaces in your starting row. Once all the pieces are on the board, play the game as usual.

- Turn the board 90°, and play end to end, advancing 9 spaces on a board that is 8 spaces wide, rather than playing side to side, advancing 8 spaces on a board that is 9 spaces wide.

