PASANG

A traditional game for 2 players

INTRODUCTION

Pasang is a traditional two-player abstract strategy board game from Brunei. The object of this game is to acquire the most points by capturing black and white marbles on the board. Black marbles are worth 1 point, and white marbles are worth 2 points.

The board is initially laid out with all 120 black and white marbles in a traditional or custom pattern. Players choose a piece called a "ka" which is used to capture the tokens on the board. Each player's "ka" moves around the board capturing as many marbles as possible. As a note, the "kas" are the only mobile pieces in the game. The marbles are stationary, and are captured by the "kas". Players must capture marble(s) during their turn, or lose the game.

When all marbles have been captured from the board, the player with the most points is the winner. However, if there are any marbles left on the board, and none can be captured on a player's turn, then that player loses the game, and the other player is the winner.

EQUIPMENT

- Board with 11x11 holes except for the centre space.
- Two[1] scoring racks to keep the captured marbles.
- 60 white marbles
- 60 black marbles
- Two 'kas' in different colours (and other than black or white).
- Box
- White bag for the marbles

*Note: The **standard edition** uses discs and a printed grid instead. The discs are placed on the intersections. Also it doesn't have racks for the pieces and the kas are cones instead of marbles.*

SETUP

The board is laid out with all 120 marbles on the 120 intersection points. Players must agree on which pattern to lay out the pieces on the board, but it must be rotationally symmetric (the board configuration is the same if you rotate it 180 degrees). There are also several traditional setups to choose from.

Players sit on opposing sides of the board. Each player takes half of the scoring racks and a *ka*.
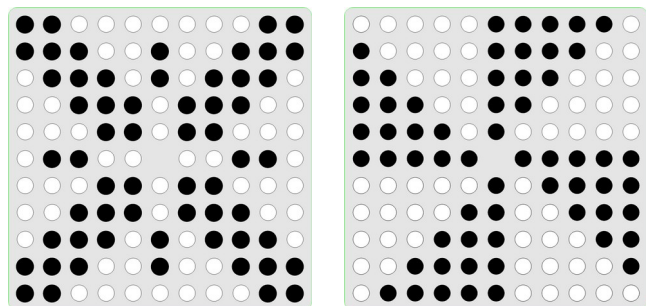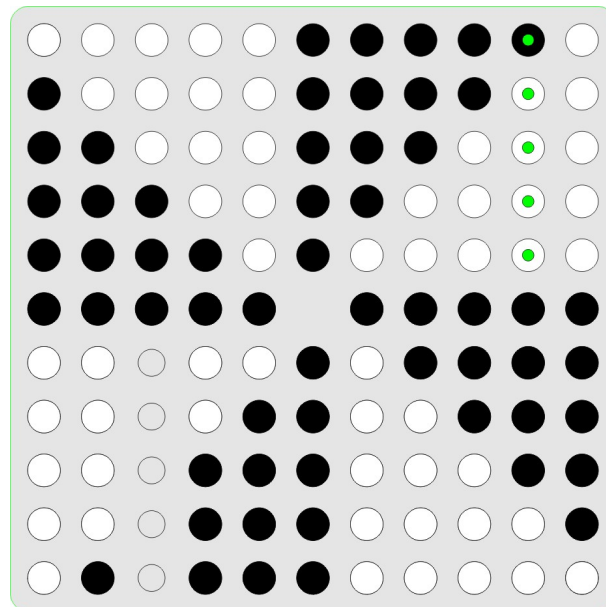

Setup examples

HOW TO PLAY

FIRST PHASE

Determine the starting player by any peaceful means.

The first player captures a column of 5 marbles from his half of the board (the half nearest to him), thus creating a vertical passage.

The second player captures any column on his side, except that he cannot copy Player 1's move.


A first phase example:
First player removed the 5 marbles of the third column (3 whites and 2 blacks = 8 points). Now the second player must remove 5 marbles from his own side. If he chooses the marked marbles he will get 9 points (4 whites and 1 black marble).

SECOND PHASE

After passages are created, by turn, each player takes a turn promoting a marble to a *ka* (the mobile marble that will be used to capture more tokens). The marble to be promoted must be chosen from the two-column bands on either sides of the player's passage, and exchanged for the corresponding player's *ka*. The *ka* must be chosen in such a way that it can capture at least 1 marble on the next turn (see below).

By turn, and just once per player, the *ka* is then moved **horizontally** (possibly jumping over another marble; this is only valid in this phase) **into the passage**, immediately capturing an **entire** line of an **odd** number of marbles[2] of the same colour (*either* horizontally or vertically; this is only valid in this phase). This line may be separated by with empty cells or your own *Ka*, but not with marbles of a different colour or the enemy *Ka*. Put the captured marbles in your rack.
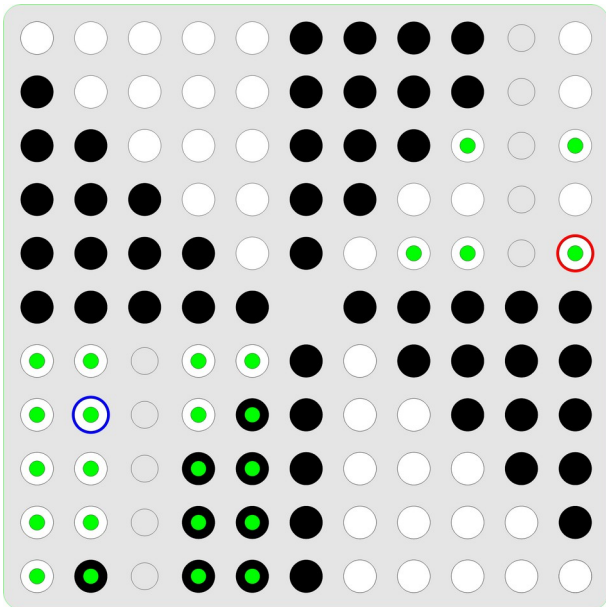
Legal options for promotion to *Kas marked in green*. The players will finally choose the marbles marked in blue and red respectively and replace them with their *Kas*.
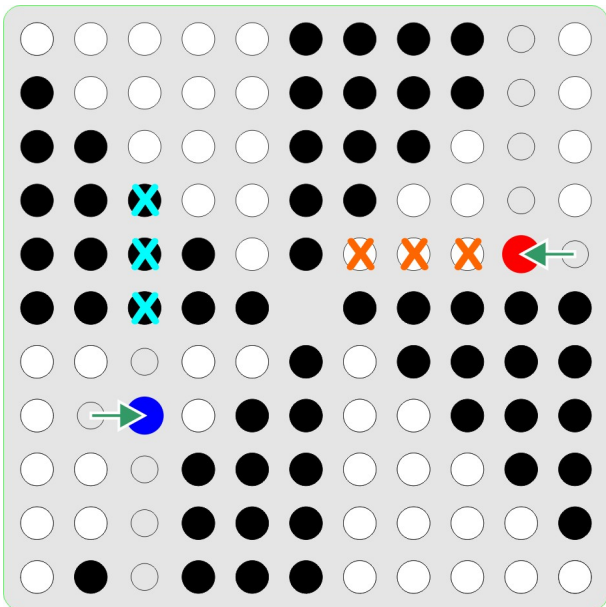
The first player choose the ka (blue) and moved it selecting the three upper black marbles to remove (earning 3 points). Then, the second player also choose the ka (red) and moved it to the empty cell, selecting the three white marble to capture (earning 6 points).

THIRD PHASE

On each turn, each player moves his *Ka*. The *ka* slides orthogonally through one or more **empty** cells into a cell where it will form a line with an *odd* number of marbles of the same colour, capturing them (put them in your rack).

As always, this line may be separated with empty cells or the centre of the board, but **not** with marbles of a different colour or the enemy *Ka*.

There is another restriction in this phase: if the *ka* slides *vertically*, the captured line must be **horizontal**. if the *ka* slides *horizontally*, the captured line must be *vertical*.

If more than one of line is formed, the player may choose one (and just one).
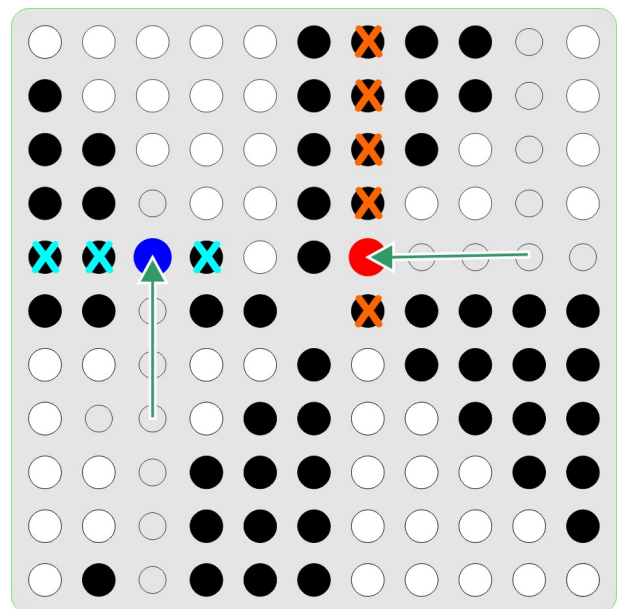
The first player moved the ka and captured another three black marbles (3 more points). Then the second player moved his ka to the right capturing 5 black marbles (5 points). Next turn, he cannot move south to capture the five white marbles because the movement would be vertical and that group is also vertical.

GOAL

A player wins by:

- stalemating the opponent (i.e., leaving him with no valid moves while there are still black or white marbles onboard) or...

- having the highest score when all marbles are captured. Black marbles are worth 1 point, and white marbles are worth 2 points.

In case of win by stalemate, the final score for this game is 120 - 0 in favor of the winner.
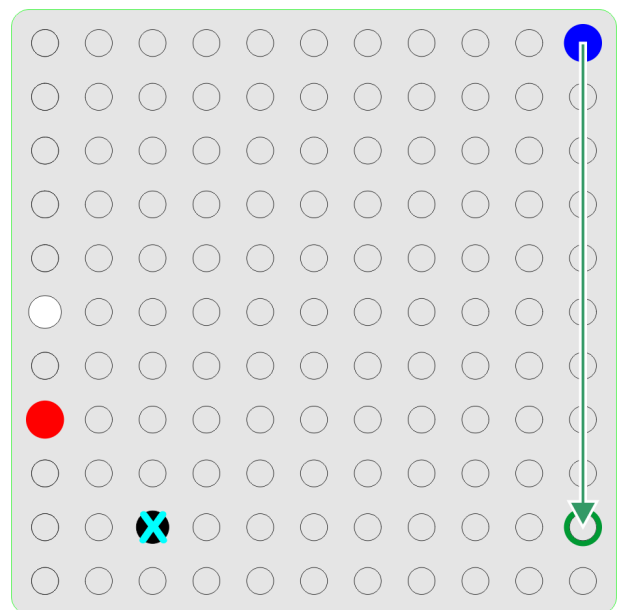
In this position, the score is 85-89 (the second player - the red *ka* - is winning).However, if the first player moves to the hole marked in green (capturing the black marble) he will win by stalemate: the red *ka* cannot move and there is still one white marble left.