

Pah-Tum

2 players / 20 minutes / 9 years and older

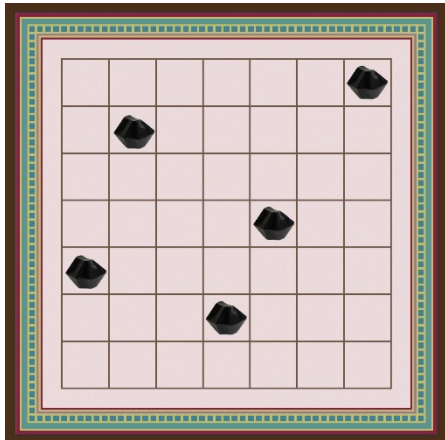
Pah-Tum is a type of Gomoku that was played in the world of BC. Boards have been found at sites in ancient Assyria, Mesopotamia, and Egypt, and are believed to date back to the 18th century BC. It is characterized by the random placement of neutral stones as barriers and scoring based on number sequences, but the original rules had a strong advantage for the first player, so the variant rules I devised to mitigate this point are later described.

COMPONENTS

- 7x7 square board
- 85 stones in 3 colors (40 each of yellow and blue, 5 black)

SETUP

First, place 5 black stones randomly on the board. Decide which colors to use (yellow and blue) and which moves to make first and second, as appropriate.



(Fig.1) Setup example

GAMEPLAY

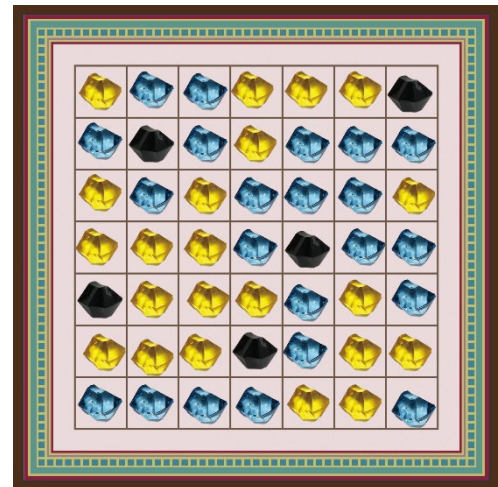
Players take turns to place stones of their own color in the empty squares of the board. When all the empty squares on the board are filled, the game is over.

SCORING

Check stones of the same color that are connected in a row vertically or horizontally and score the following points for each length of the row. If the rows are different, the same stone may be counted twice.

- 3 in a row - 3 points
- 4 in a row - 10 points
- 5 in a row - 25 points
- 6 in a row - 56 points
- 7 in a row - 119 points

The player with the highest total score wins. In case of a tie, the game is a draw.



(Fig.2) Yellow wins with 28 points ($3*6+4*1$) against Blue with 19 points ($3*3+4*1$).

Valiant: “Custodial Pah-Tum”

This is a variant rule that has been adjusted to mitigate the first move advantage of the original rule by adding capture rules, etc.

SETUP

Decide which player will play with yellow (the first player) and which will play with blue (the second player) by any appropriate method. Next, players take turns placing black stones on the board, one by one, starting with the second player.

Alternatively, one player may place all 5 black stones first, and then the other player decides whether to be the first or the second player.

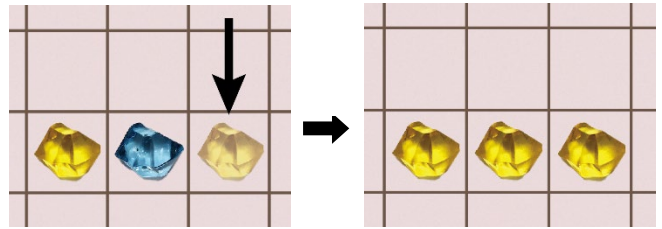
GAMEPLAY

Starting with the yellow player, each player in turn places a stone of their own color in an empty square on the board.

If the new placement causes two of your stones to sandwich a stone of another color (including black) vertically or horizontally, capture (remove) the stone and add another stone of your color where it was. If you capture an opponent's stone, the stone is returned to the opponent.

If the stones are sandwiched in more than one direction at the same time, only one of them will be replaced with a stone of your color as described above.

Capture can only occur with a stone placed in that turn. You can place your stone between two enemy stones without being captured.



(Fig.3) Yellow player who places a stone at the arrow position can replace the blue stone in the middle. The same process is applied if the stone in between is a black stone

GAME END

The game ends when all the empty squares on the board are filled (If you run out of stones, the game ends at that point).

Scoring is the same as in the original rules.

The game is in the public domain

Rulebook & Variant © 2022 Kanare Kato