

Zong-Heng

Designed by **Kanare Kato**

2 players / 30 minutes / 8 years and older

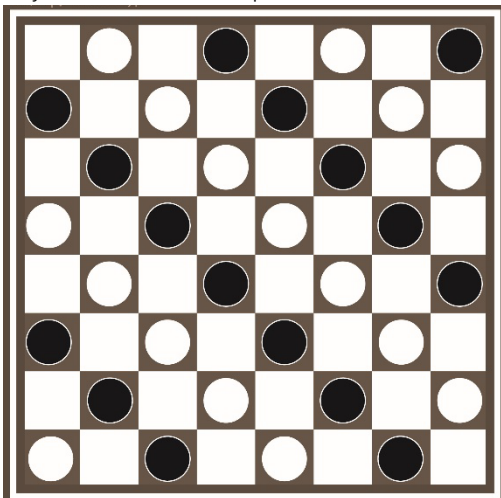
Zong-Heng is a game in which the object is to create larger groups by adding pieces by shifting rows and columns of pieces (Zong-Heng means horizontal and vertical in Chinese). 8x8 checkerboard is used, but the game can be played on larger boards by expanding the pattern of the initial position.

COMPONENTS

- A checkerboard with an even number of squares
- Pieces of the same number of squares on the board (half of each color)

SETUP

Place pieces in the dark colored squares as shown below. Decide which player use in which color in any appropriate way and receives all the pieces of his/her color.



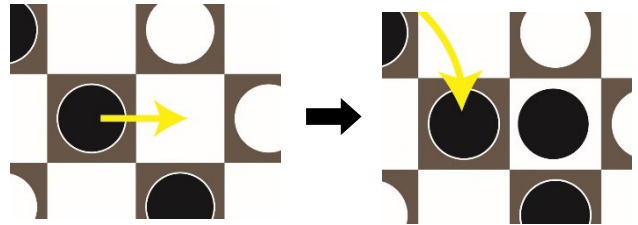
(Fig.1) Setup

DEFINITIONS

A group is pieces of the same color that are vertically or horizontally adjacent to each other (diagonals are not included in the adjacency). The group size is the total number of pieces in the group.

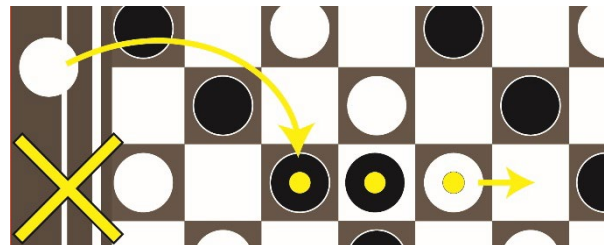
GAMEPLAY

Starting with the player with black. Each turn, the player shifts a piece on a dark square to an adjacent empty square, either horizontally or vertically, and adds a new piece of his or her color to the empty dark square. When shifting only one piece, only a piece of his/her own color can be moved.

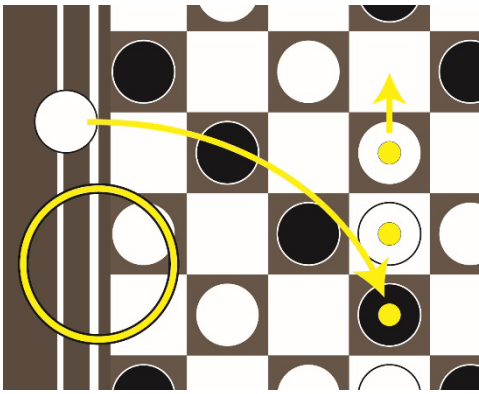


(Fig.2, 3) Shift a piece on a dark square by one square vertically or horizontally, then place a piece in the square.

If a piece in a dark square is connected to another piece in a row or column, it can be moved by one square in a row or column, and a new piece can be placed in the empty dark square, as long as there is an empty square in that direction. You can only move a row or column if there are more of your pieces in pieces to be moved than your opponent's pieces.



(Fig. 4) Since there are more black pieces, the white player cannot shift the row of pieces indicated by the yellow dots.



(Fig. 5) Since there are more white pieces, the white player can shift the column indicated by the yellow dots and place a piece.

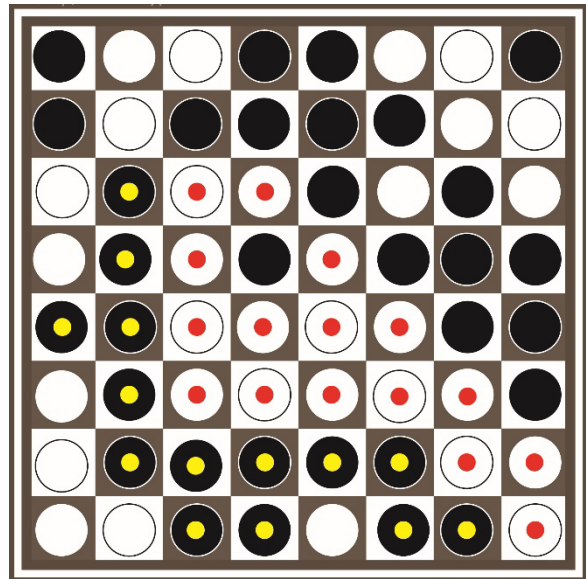
If you cannot add a piece in your turn, you must give your turn to your opponent. Otherwise, passing is not allowed.

GAME END

The game ends when there are no more places to place pieces. The owner of the largest group wins.

If the largest group is tied, the second largest group is compared, and if there is still a tie, the third, fourth, and so on until there is a size difference. If there is a tie at the end, the game is a draw.

*If there are several groups of your own of the same size, the order is assigned as follows: one of them is first, the others are second, third, and so on.



(Fig. 6) White player's largest group size is 16 and Black player's is 14, so White player wins.