

Rules for Pah Tum

The game is played on a 7x7 board with five of 'black holes' which are randomly positioned at the start of each game. An example of a start position is shown on the following picture, where X represents a 'hole':

						X
						X
		X				
						X
X						

The game is played by players alternately placing white and black stones on the board. Each player places one stone per turn. A stone can only be placed on squares which do not contain another stone or a black hole.

The goal of the game is to create more connected lines of stones than an opponent. A connected line must be either vertical or horizontal and may contain only stones of the same colours, no opponent stones or black holes. Points are awarded for lines of three or more at the end of the game as follows:

- 3 stones = 3 points
- 4 stones = 10 points
- 5 stones = 25 points
- 6 stones = 56 points
- 7 stones = 119 points

The next picture displays a sample position after several moves (using black and red lower case o's as my drawing abilities are weak):

						X
						X
	o	o	o	o	o	
		o	o		o	
		o	X		o	
					o	X
X						

The red has 1 line of 3 stones and 1 line of 4 stones, it makes $3 + 10 = 13$ points. The black has 2 lines of 2 stones and 1 line of 3 stones, which is $0 + 0 + 3 = 3$ points.

The game is finished when the board is full of stones and black holes. The player with higher amount of points is the winner. If both players have the same points, the game is a draw.