



NOTTINGHAM MALAYSIAN SOCIETY UNIVERSITY OF NOTTINGHAM



CONGKAK

1. Standard rules apply.
2. The Congkak board has fourteen holes in two sets of seven, plus an additional store for each player. Each player controls the seven holes on their side of the board, and their score is the number of seeds in their *left-hand* store.
3. At the start of the game, seven seeds are placed in each hole except the stores, which remain empty.
4. The objective of the game is to capture more seeds than one's opponent.
5. Players take turns moving the seeds except in the first move which is performed simultaneously. On a turn, a player chooses one of the seven holes under their control. The player removes all seeds from this hole, and distributes them in each hole *clockwise* from this hole, in a process called *sowing*. Sowing skips an opponent's store, but does not skip a player's own store.
6. If the last seed falls into an occupied hole, all the seeds are removed from that hole, and are sown starting from that hole. The process continues until the last seed falls into a player's store, or an empty hole.
7. If the last seed sown falls into a player's own store, they immediately earn another turn, which can begin at any of the seven holes under their control.
8. If the last seed sown falls into an empty hole on the current player's side, then the player captures all the seeds in the hole directly across from this one, on the opponent's side. If the opposing hole is empty, no seeds are captured. This rule applies only if the player has made a complete turn.
9. Players must make a move within 3 or 5 seconds (to be decided), so they don't get the chance to count the seeds
10. A move is counted when a seed is dropped into a different hole. (players can change their mind to choose another hole as long as they haven't made a move)

