Adomoc is a two-player, abstract strategy board game. Each player must shrewdly plan, collaborate, and compete with the other player to transcend the origin space at the board’s edge and reach the centre of the board.

English Version
La version française — page 11
Objective
The first player to move his or her prime sun to the centre space (the ninth cycle) wins. Section E. Winning the Game provides detail on the conditions required to win. If you have difficulty remembering the rules, see the Quick Reference Tables at the end.

Game Components
Each player has one breed of fifteen game pieces (light or dark). There are three different types of piece. One type is a foot, one is a moon, and one is a sun. Each breed consists of five feet, five moons, and five suns.

One piece of each type has special characteristics that set it apart from the other types. We call these special pieces the primes.

To summarize each player has fifteen pieces:
- 4 suns and 1 prime sun
- 4 moons and 1 prime moon

Spirals connect the spaces in a spiral from the first cycle to the eighth cycle. The spirals connect spaces diagonally from cycle to cycle.

Origin spaces are located in the first three cycles only. There are two halves to the board so that each breed begins the game occupying the first fifteen spaces of its native (light or dark) half of the board.

Optionally, if you wish to record the movements of your game, you may use Adomoc notation, which is described in Regulations and Other Guidance.

The Adomoc game board is a circular matrix composed of eighty-one circular, spaces.

The board has nine concentric cycles. The first cycle is closest to the outermost edge of the board. Ten columns intersect the first eight cycles.

A) Game Setup

- Suns occupy the outermost cycle (cycle 1)
- Moons occupy the second cycle
- Feet occupy the third cycle

Prime pieces always occupy each player's middle column of spaces (column C for the light half and column H for the dark half). The other pieces should be set up to flank both sides of the prime pieces in each player's remaining four (leftward and rightward) columns.
Once all the pieces are set up, the light breed will occupy the first three cycles of spaces on columns A, B, C, D, E, and the dark breed will occupy those on columns F, G, H, I, J.

- Moons move diagonally, following the spirals.
- Suns move any direction (around cycles, along columns, or along spirals).

All pieces may move only one direction in a turn.

Except for the prime sun, no piece may pass-through or land on the centre space (the ninth cycle). A prime sun may only land on the centre when the conditions are satisfied for winning the game.

See the first Quick Reference Table, at the end of the instructions for help.

Illustration 2: Setup of the Pieces and Board

B) Play

A round of play consists of both players each taking one turn. The light breed makes the first move of the game.

Each player must play exactly one turn per round, if it is impossible for a player to move, he or she must forfeit the game.

One turn consists of moving one piece, one established type of movement (at least one space), which may or may not involve any of three possible behaviours.

C) Movement of the Pieces

Primes may move a maximum of three spaces or less per turn. All non-prime pieces may move as many or as few spaces as the player desires.

- Feet move laterally around the cycles or longitudinally along the columns.

Illustration 3: Movement of the Pieces

D) Behaviours of the Pieces

Pieces can behave in three different ways. They can consume, originate, or in some cases attract other pieces.

Consuming

When a prime piece lands on its opponent’s piece of the same type, it consumes the piece. That means the non-prime piece must be removed from the board and cannot re-enter play.
Only primes may consume other pieces and primes themselves cannot be consumed.

For example, a prime foot may consume its opponent's non-prime feet but may not consume moons or suns.

Consuming a piece terminates the player's turn.

**Originating**

A piece that lands on a piece of an *unlike type* may send the piece back to an origin space. For example, a foot may originate a sun or a moon but not another foot.

Prime pieces may *only* be originated by other primes or by any moon. Note: a moon still cannot originate a prime moon since it is a like type.

A player may originate his or her own pieces.

The player that causes the origination (the player whose turn is in progress) chooses the origin space on which to send the originated piece (it does not matter whether the originated piece is his opponent's or his own).

A player can *only originate when an unoccupied space exists* within the originated breed's origin cycle. It must be placed on one of the breed's free origin spaces of the proper cycle.

For example, if a light moon is going to originate a dark sun, at least one of the origin spaces on the dark sun's cycle (F1, G1, H1, I1, or J1) must be unoccupied. If one of those spaces is unoccupied, the light moon moves to the space the dark sun occupied, and the dark sun moves to the free origin space of the light-breed player's choice.

See the first Quick Reference Table, at the end of the instructions for help.
Attracting
When any sun is on a space directly adjacent (by row, cycle, or spiral) to a foot of the other breed, it attracts that foot, which means that the foot cannot move. Attraction only affects feet and feet are only attracted to suns.

It does not matter whether the suns or feet are prime.

There are four ways to free an attracted foot and allow it to continue playing.

1. Originate the foot
2. Originate the sun
3. Consume the sun (if it's not prime)
4. Wait for the sun to move. As soon as the sun moves, the foot is released from its attraction

Illustration 6: Attraction

E. Winning the Game
The first player to land his or her prime sun on the ninth cycle, during a state of primes, wins the game. The game ends (one says the game is "centred") when a player's prime sun transcends its origin and enters the centre space.

The State of Primes: the Necessary Condition for Winning
Prior to a player moving his or her prime sun to the ninth cycle, at least one prime foot and one prime moon must reside on the eighth cycle. Furthermore, at least one of these primes (a foot or a moon) must belong to the player's own breed.

When those conditions exist, the game is in a state of primes. The next player to move has the possibility of winning. At no other time is the prime sun allowed to enter the space of the ninth cycle.

See the second Quick Reference Table, at the end of the instructions for examples.
Regulations and Other Guidance

Regulations

• No immediate reverse origination. When a piece is originated, it cannot be used on the following turn to originate its originator. In other words, a reverse origination may not be played before one complete round of play passes.

• It is a legitimate move for a player to originate his or her own pieces but a player may not consume his or her own pieces. Similarly, a player's feet are never attracted to his or her own suns.

• No jumping. No piece can bypass, avoid, or otherwise "jump" over another piece that is in its path.

• Adjacency: a space that is directly next to a neighbouring space. In Adomoc, adjacent spaces include any spaces that are immediately next to one another in a column, cycle, or a spiral.

• The behaviours of consuming and originating terminate a turn. This means that no piece can consume or originate more than one piece in a turn. The attraction behaviour however, might result from a turn that also involved consuming or originating a piece.

• Pieces may not move in multiple directions during a turn. For example, a piece may not be moved along a column several spaces and then moved along a cycle in the same turn. Pieces may only move in one direction per turn.

• No piece may land on or pass through the space in the centre (the ninth cycle). The prime sun is the only exception, and then only to win the game during a state of primes.

Hints

• Because moons move along spiral/diagonal paths, they cannot reach all of the spaces on the board. Thus, moons might seem to have limited value. However, their ability to originate prime pieces makes them especially valuable toward end game strategy.

• The prime moon is the most difficult piece to originate.

• Counting the number of columns that separate spaces at different cycles on the board reveals patterns that make it easier to see where spirals from the first cycle end on the eighth cycle.
Adomoc Notation

Some players like to study the games they've played or that other people have played. Transcribing the moves of a game is not required to play but if you wish to review a game later, Adomoc notation is a simple way to record what transpired.

Standard Adomoc notation is an algebraic notation system, allowing anyone to read and interpret the moves and behaviours of a game. To write a move in Adomoc notation, string together the proper letters, numbers, and symbols to indicate the pieces, spaces, and behaviours involved.

Cycles progressively number up toward the centre (1, 2, 3, ... 9), so that the ninth cycle is the very centre of the board.

Columns are labeled counter-clockwise A to J. A is the first column on the left of the light side of the board. J is the first column on the right of the dark side of the board.

The first character is always an uppercase letter indicating the type of piece. Primes should have a ^ (caret) symbol following their letter to indicate their status as a prime piece.

| F = foot | F^ = prime foot |
| M = moon | M^ = prime moon |
| S = sun | S^ = prime sun |

The second two characters indicate the space on which the piece resides. This is composed by using the lowercase letter of the column, followed by the number of the intersecting cycle. For example, b1 indicates the origin space of a light sun whereas f3 is the origin space of a dark foot.

The fourth and fifth characters indicate the space the piece moved to.

A sixth character indicates a behaviour, if applicable. A lowercase “o” for originating and a lowercase “x” for consuming. Attraction does not need to be indicated because it is implied when it occurs.

If an origination occurs, two additional characters are required to indicate the space on which the piece was originated. There is no need to indicate the type of piece that was originated since the origin space implies that information.

The final, winning move of the game should end with a * (asterisk) symbol indicating the player has “centred” the game. If a player forfeits the game the move should end with a _ (underscore) symbol. If the game ends in a draw it should be represented by two - - (hyphen) symbols.

Each round of play should be numbered sequentially, beginning with the numeral one, with each player's move separated by a space.

Here are some examples:

<table>
<thead>
<tr>
<th>Adomoc Notation</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Md2a5</td>
<td>The moon moved from d2 to a5.</td>
</tr>
<tr>
<td>F^a3a6x</td>
<td>The prime foot moved from a3 to a6, which resulted in it consuming a foot.</td>
</tr>
<tr>
<td>Sh5d5ob2</td>
<td>The sun moved from h5 to d5, which resulted in it originating a light moon to b2.</td>
</tr>
<tr>
<td>6. Fb3j3 Mj4b6oc1</td>
<td>On the sixth turn, Player 1 moved the light foot from b3 to j3, Player 2 responded by moving the dark moon from j4 to b6, which resulted in originating a sun to c1.</td>
</tr>
<tr>
<td>82. F^i7i8 S^g7*</td>
<td>On the 82nd turn, Player 1 moved a light prime foot from i7 to i8, Player 2 responded by moving his dark prime sun from g7 to the ninth cycle, winning the game.</td>
</tr>
</tbody>
</table>
Variation of Play

The Infinite Variant

The infinite variant permits neither the consuming behaviour nor the special ability of moons to originate Primes.

This is in fact, like the initial conception of Adomoc. This variant of the game causes more movement and is very difficult to win. It might even be impossible to win a game unless one player makes a mistake—but this has yet to be tested conclusively.

Play the Infinite Variant as a meditation on play, patterns, and as a complex challenge but don’t expect a quick end to the game!

The Altogether Variant

The Altogether Variant changes how the game may be won.

The game ends normally: at the moment when a player moves his or her prime sun to the ninth cycle (during a state of primes). Both players must then tally a score for the pieces in their breed, which remain on the board. The player with the highest score wins the game.

Tallying works as follows. Each piece earns the player, the quantity of points corresponding to the number of the cycle on which it resides at the end of the game.

For example, a foot on the eighth cycle earns eight points while a sun on the third cycle earns three points. Suns, moons, and feet are valued equally—only the cycle on which they reside at the end of the game, confers points.

This variant bolsters a desire to conserve as many pieces as possible and to move them altogether, toward the centre. It changes the strategic focus.
Quick Reference Tables

The following table summarizes how each piece moves and its potential behaviours.

<table>
<thead>
<tr>
<th>Movement</th>
<th>Spaces</th>
<th>Direction</th>
<th>Consume</th>
<th>Originate</th>
<th>Attract</th>
</tr>
</thead>
<tbody>
<tr>
<td>Foot</td>
<td>unlimited</td>
<td>columns and cycles</td>
<td>no</td>
<td>moon or sun (must not be prime)</td>
<td>no</td>
</tr>
<tr>
<td>Prime Foot</td>
<td>3 maximum</td>
<td>columns and cycles</td>
<td>foot of the other breed (must not be prime)</td>
<td>any moon or sun</td>
<td>no</td>
</tr>
<tr>
<td>Moon</td>
<td>unlimited</td>
<td>spirals (diagonal)</td>
<td>no</td>
<td>any foot or sun</td>
<td>no</td>
</tr>
<tr>
<td>Prime Moon</td>
<td>3 maximum</td>
<td>spirals (diagonal)</td>
<td>moon of the other breed (must not be prime)</td>
<td>any foot or sun</td>
<td>no</td>
</tr>
<tr>
<td>Sun</td>
<td>unlimited</td>
<td>any direction</td>
<td>no</td>
<td>foot or moon (must not be prime</td>
<td>foot or prime foot</td>
</tr>
<tr>
<td>Prime Sun</td>
<td>3 maximum</td>
<td>any direction</td>
<td>sun of the other breed (must not be prime)</td>
<td>any foot or moon</td>
<td>foot or prime foot</td>
</tr>
</tbody>
</table>

The following table shows some examples of valid conditions for winning the game (a valid state of primes).

<table>
<thead>
<tr>
<th>Pieces on the Eighth Cycle</th>
<th>Who Can Win?</th>
<th>Dark</th>
<th>Light</th>
<th>Explanation</th>
</tr>
</thead>
<tbody>
<tr>
<td>Light foot and light moon</td>
<td></td>
<td>Yes</td>
<td></td>
<td>state of primes + light has a prime on the eighth</td>
</tr>
<tr>
<td>Light foot and dark moon</td>
<td>Yes</td>
<td>Yes</td>
<td></td>
<td>state of primes + both breeds have a prime on the eighth</td>
</tr>
<tr>
<td>Light foot and light sun</td>
<td></td>
<td></td>
<td>Yes</td>
<td>not a state of primes (a prime moon is missing)</td>
</tr>
<tr>
<td>Dark moon and light sun</td>
<td></td>
<td></td>
<td>Yes</td>
<td>not a state of primes (a prime foot is missing)</td>
</tr>
<tr>
<td>Light foot, dark moon, dark sun</td>
<td>Yes</td>
<td>Yes</td>
<td></td>
<td>state of primes + both breeds have a prime on the eighth</td>
</tr>
<tr>
<td>Light foot, dark foot, dark moon</td>
<td>Yes</td>
<td>Yes</td>
<td></td>
<td>state of primes + both breeds have a prime on the eighth</td>
</tr>
<tr>
<td>Light foot, light moon, light sun</td>
<td>Yes</td>
<td></td>
<td>Yes</td>
<td>state of primes + light has a prime on the eighth, dark does not</td>
</tr>
</tbody>
</table>

For more information about Adomoc, or to join Adomoc International – The Society for the Strategy Game of the Millenium. Visit our web site:

www.adomoc.com or www.adomoc.org

Graphics and design by Michael Keigher and Joshua Chalifour.

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