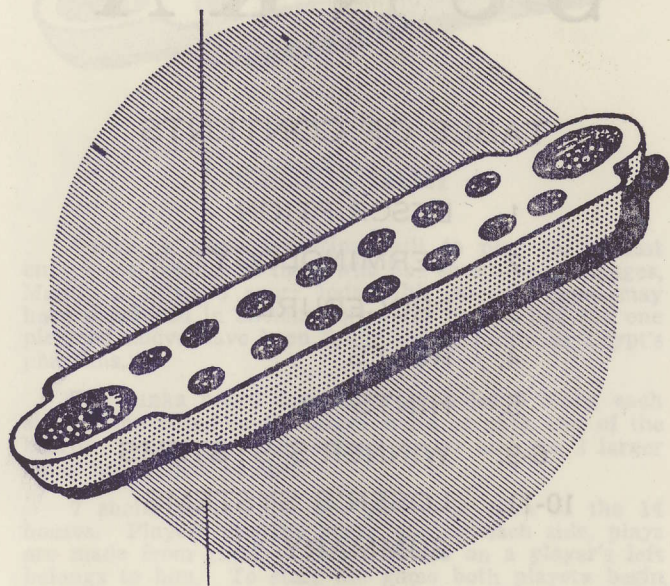


How to **PLAY**



SUNKA

SUNKA

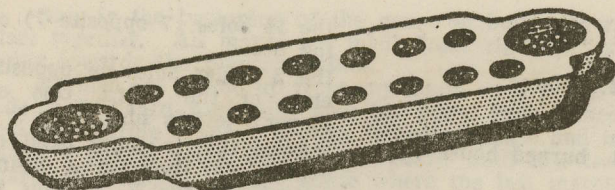
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Description

Sunka, a game requiring skill to play for utmost enjoyment, belongs to those who like accepting challenges. Mainly a Filipino sport today this ancient game may have developed in ancient Egypt for boards like the one pictured above have been found in the tombs of Egypt's pharaohs.

The sunka board consists of 16 holes, 7 along each side of the board and 2 larger holes at each end of the board. The 14 holes are called houses and the 2 larger holes are called palaces.

7 shells or marbles are placed in each of the 14 houses. Players use the board one on each side, plays are made from right to left. Palace on a player's left belongs to him. To start the game both players begin together each starting on his side of the board. Object of the game is to burn the opponent's houses. A burned house means a player lacks 7 marbles to fill a house once the second lap of the game starts.

Terminology

1. houses the 14 holes (7 opposite 7) on the board.
2. palaces the 2 larger holes on opposite ends of the board. One on player's left is his.
3. burned house a house that is empty, dead, or out of play because a losing opponent lacks 7 marbles to place in it. Leftover marbles of each opponent remains in his palace. Burned houses begin at opposite end of board from palace.
4. confiscation When a player drops his last marble in an empty house on his side of the board he takes all marbles in the house directly across from it plus the marble that made confiscation possible and deposits them in his palace.
5. last on the board Player who has marbles left on his side of the board when the opponent's side is void of marbles. The last player on the board plays first when the houses are filled with 7 marbles again for the second lap of the game.
6. lap When houses are filled with 7 marbles again to play next turn. Laps continue until one player has all houses burned.
7. direct play Playing houses with exact number of marbles in them to reach the palace.

Procedure

Only in the beginning of the game do both players start together. All moves are made from right to left going towards the player's palace.

Marbles are picked up from any house on a player's side of the board, preferably their last house from palace, and one marble dropped in each following house and in player's palace going around the board until the last marble is dropped. If the house where the last marble is dropped is not empty the player pick up from there and plays in each following house but never in the opponent's palace. A player who drops his last marble in an empty-house stops. The opponent continues until he stops in like manner. If a player is fortunate enough to stop on his side of the board he may be able to confiscate opponent's marbles in the house directly across from where he stopped and place them plus the marble that made confiscation possible in his palace. Should a player stop on the opposite side of the board he gains nothing and merely stops. A player who stops on his side of the board is not always able to make a confiscation. A person ending in his palace with his last marble plays again from his side of the board. When one player stops his opponent plays starting from his side of the board. Game continues until one player's side of the board is void of marbles.

Player with marbles left on his side of the board plays first when the second lap of the game begins. To start the game again the players fill their houses with 7 marbles from their own palace. Leftover marbles of each player remain in his palace. Players should start filling their houses with the first house from their palace. A burned house should be on the opposite end of board from palace. Only one player can have a burned house.

Burned houses are out of play, dead, if a player should drop a marble into it the opponent can confiscate it and put it in his palace.

Games is now begun by the person who was last on the board in the previous lap. To play first is the greatest asset in the game especially when a player knows the systems for the amount of burned houses.

Rules

1. Counting is illegal. Marbles or houses can not be counted by a player who is trying to assure himself of a wise move.
2. Once marbles are picked up by a player he must play them.
3. Last marble to be deposited must be shown by the player.

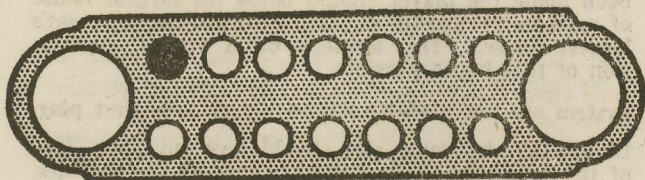
Hints

1. A player should get as many marbles as he can into his palace by making direct plays if possible.
2. Never leave one marble in the house next to the palace, play it in the palace unless you are playing a system whereby to build it up is useful to your plays. Toward the end of the lap having 2 marbles in that house may give your opponent the first play in the next lap.
3. When no direct play is possible or direct plays have been made the player should chose his largest house of marbles preferably one across from the opponent's largest house. This strategy often makes confiscation of that house possible.
4. System are not useful unless a player gets first play.
5. In playing the game one should look on both sides of the board to analyze the position of the marbles. One move for a confiscation may result in a one move confiscation by the opponent if marbles should be so positioned.
6. If many houses are empty (burned houses excluded) a player should play a house that will cover the distance to a full house and gain further moves.
7. Never leave large house full of marbles for the opponent to confiscate or reach with his last marble.
8. Toward the end of a lap when few marbles are left on the board a player should play houses with one marble in it to the next house. This procedure may keep you on the board when your opponent's side is clear of marbles.

Winner's System

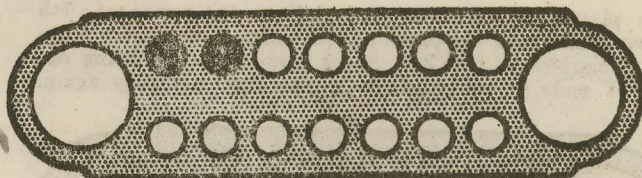
(if first to play)

1. Colored in houses designates the burned houses of the opponent.
2. Each move is counted after the player ends in his palace with his last marble



1	3	12	4	13	15
2	14		7		16
5			10		
6					
8					
9					
11					

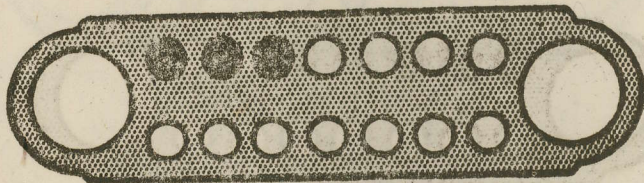
16th move confiscates the opponent's first house from his palace.



1	5	4	3
2	6		
7			

7th move confiscates the opponent's 5th house from his palace.

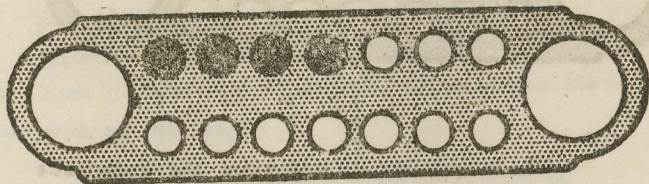
One play completely defeats the opponent when three houses are burned leaving 5 marbles in opponent's house next to his palace. He has one move to make then winner moves the marble in 5th house to its 4th house. This move ends the game.



7	2	4	3	1
	6			5
				8

8th move confiscates the opponent's 3rd house from palace.

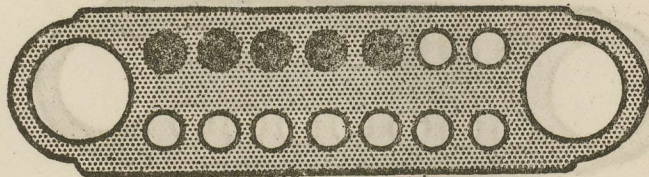
One play ends the game and defeats the opponent. 7th move confiscates opponent's 1st house from palace leaving 2 marbles in the 2nd house from palace. Losing opponent ends in his palace so winner does not play again.



1 2 5 3
4 6 7

7th move confiscates the opponent's 1st house from palace.

One play ends the game.

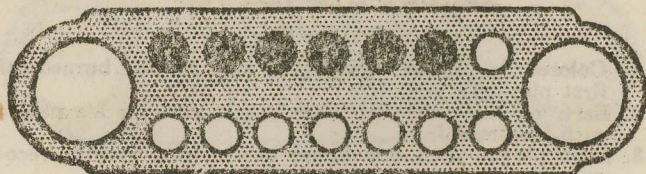


6 4 5 2 1
 4 3

6th move confiscates the opponent's 2nd house from palace.

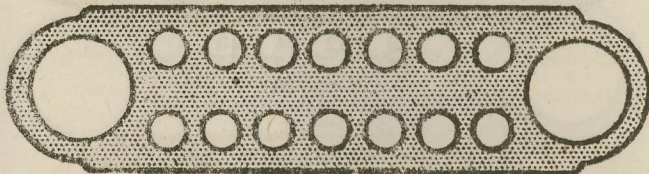
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One play ends the game.



2 1

If both players should break even the first player has an excellent chance of weakening and defeating his opponent.



2	6	3	13	4	27	1
5	25	7	15	9		11
14	28	8	19	21		30
16	29	10	23	32		
18		12	31			
20		17				
22						
24						
26						

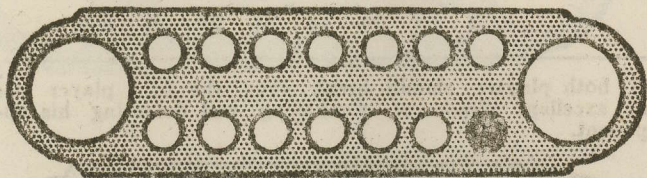
32nd move confiscates the opponent's 6th house from palace.

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Loser's System

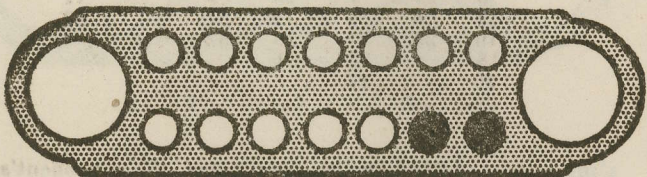
(if first to play)

1. Colored in houses designates the houses burned of first player.
2. Each move is counted after player ends in his palace with last marble.
3. First player with one house burned can greatly recover and win.



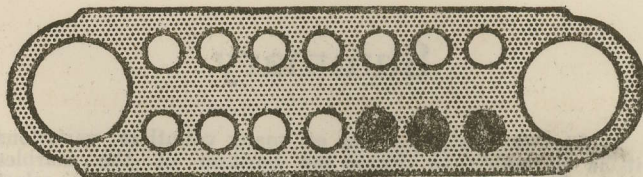
1	3	12	4	13
2	14		7	15
5			10	•
6				
8				
9				
11				

15th move confiscates the opponent's 2nd house from palace.



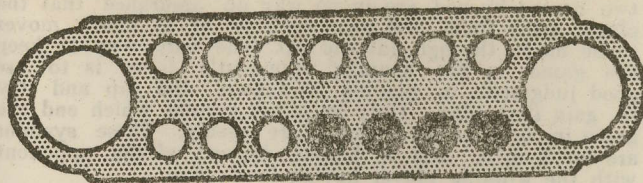
3	1	5	2
			4

5th move will confiscate the opponent's 5th house from palace.



1

3rd time around the board and opponent's 4th house from palace will be confiscated.



3	1
	2

3rd move confiscates opponent's 7th house. Below this level of burned houses the loser will find it almost impossible to gain first move in the next lap of the game. If the winning opponent knows the system for the amount of burned houses the game is lost to you.

Summary

Because the games has so many countless variations it is imposible to forsee the position of the marbles with all the plays calculated because a player can select any house to play in the course of one lap. Only when systems are employed can a wining opponent control the game and keep it in his favor.

In playing the set down systems that end the game is one or two plays a winning opponent has the game in perfect control and will win. System for one and two houses burned are in no way an assurance that the player using them will gain because of so many moves to be made through out the lap. The only way to keep the game in the winning opponent's favor is to use good judgment in playing throughtout the lap and try to gain first play. Only in those system which end the game in one or two moves are assure. These systems are for 3, 4, 5, and 6, houses burned of the opponent with the winning player having first move.

These recommendations are by no means authorita-tive but come from experience gained in trying to do justice to the game so brilliantly developed on the mathe-matical principle of the progress of numbers. Per-haps some other player can modify this system and throw new light on its many changing variations.

