

CHAPTER I. LAWS OF TOGYZKUMALAK GAME

1.1. The nature and objectives of Togyzkumalak game

1. The Togyzkumalak game is played between two opponents who move their 'kumalaks' alternately on a special board called the 'Orda board' (of togyzkumalak). The player playing with white commences the game. A player is said to 'have the move' when his opponent's move has been made.
2. The objective of each player is to win, that is either to capture into his 'kazan' more than 81 'kumalaks' as soon as possible, or to reach a position when an opponent does not have 'kumalaks' on his side of 'Orda board' and the number of 'kumalaks' in his 'kazan' is less than 81 pieces.
3. If both players have captured 81 'kumalaks' the game is drawn.

1.2. The initial position

1. The Orda board (of togyzkumalak) is divided symmetrically into 2 equal sides and composed of 18 longitudinal and 2 cross 'otau' (sections). Each side of the Orda board comprises 9 'otau' (sections) and 1 'kazan' (for storing captured 'kumalaks'). Numbering of 'otau' on each side of the 'Orda board' goes from left to right counter-clockwise. (from 1 to 9). Names of 'otau' (sections) are: 1 - 'art', 2 - 'tekturmas', 3 - 'at otes', 4 - 'at suratar', 5 - 'bel', 6 - 'belbasar', 7 - 'kandykakpan', 8 - 'kokmoin', 9 - 'mandai'. The 'kazan' of each player is located on the opponent's side of the 'Orda board'.

2. A printed image of the 'Orda board' is called "a diagram".

On diagrams a bottom row of numerals from 1 to 9 and 'otau' (sections) related to them (located near each numeral) are said to be a position of 'white', the upper row - a position of 'black'. At the beginning of the game each player has 81 'kumalaks', 9 'kumalaks' in each 'otau' (section). Initial position of 'kumalaks' on the 'Orda board' is as follows:

Kazan of the Black								
9	8	7	6	5	4	3	2	1
9	9	9	9	9	9	9	9	9
9	9	9	9	9	9	9	9	9
1	2	3	4	5	6	7	8	9
Kazan of the White								

1.3. The Move

1. The move consists of moving by a player all 'kumalaks' from any 'otau' (section) located on his side of a board, from left to right beginning with the chosen 'otau', putting by one 'kumalak' into other 'otaus' and not missing any. The 9th (ninth) 'otau' (section) of the one player's side is followed by the 1st (first) 'otau' of his opponent's side, then the second 'otau' of his opponent's side etc. Moves are made alternately.
2. The player may make a move from 'otau' (section) containing one 'kumalak'. The 'kumalak' is moved to the next 'otau' and the 'otau' from which the move has been made remains empty.
3. If the last 'kumalak' falls into any 'otau' (section) on the opponent's side of a board and the number of 'kumalaks' in this 'otau' becomes even, such a move is considered to be a winning move. And in this case all 'kumalaks' are captured and replaced from the given 'otau' (section) into a player's 'kazan'. If the last 'kumalak' falls into any 'otau' (section) on the opponent's side of a board and the number of 'kumalaks' in the 'otau' (section) becomes uneven the move is

considered to be non-winning. In this case 'kumalaks' cannot be replaced into a player's 'kazan'.

4. Each move must be made with one hand only, with the exception of the move from the 'otau' - called 'bai' when 'kumalaks' cannot be gathered into one hand.

5. The move is considered to have been made when the player has put the last 'kumalak' into the 'otau' (section) or 'kumalaks' into the 'kazan', stopped his own clock and started his opponent's clock.

6. Provided that he first expresses his intention (e.g. by saying "I adjust"), the player having the move may adjust by his hand or his pen one or more 'kumalaks' in their 'otau' (sections). If the player having the move deliberately touches 'kumalaks' in his 'otau' (section) he must make a move from the first 'otau' (section) touched.

1.4. The Tuzdyk

1. If during a move the last 'kumalak' falls into any 'otau' (section) containing 2 'kumalaks' of the opponent (excluding the section #9), a player making a move must declare (take) his 'tuzdyk' on this 'otau'. So 3 'kumalaks' are captured and replaced to the 'kazan' of the player who has declared the 'tuzdyk'.

2. The 'otau' (section) where the 'tuzdyk' has been taken must be specially marked. Subsequently, all 'kumalaks' which fall into this 'otau' (section) will be replaced to the 'kazan' of the player who has declared the 'tuzdyk'.

3. During one game each player may take the 'tuzdyk' only once. A player cannot take his 'tuzdyk' from the 'otau' (section) if the number of this 'otau' corresponds to the number of a previously taken 'tuzdyk'. Also he cannot take the 'tuzdyk' from the 'otau' #9.

1.5. The completed game

1. The game is considered to have been completed if one of the players has captured more than 81 'kumalaks'.

2. The game is won by the player whose opponent declares he resigns. This immediately ends the game.

3. In other cases the game continues until one of the players does not have a single 'kumalak' on his side of a board. This situation is called 'atsyrau' (when the player cannot make any legal move). In this case they count only 'kumalaks' that have been captured and put into his 'kazan'. If the player has captured less than 81 'kumalak' the game is lost, if the player has captured 81 'kumalak' the game is drawn, if he has captured more than 81 'kumalak' the game is won.

4. The game is drawn if both players have captured 81 'kumalaks' each.

5. The game may be drawn if any identical position has appeared on the board at least three times and one of the players declares that the game must be drawn.

6. The game is drawn upon agreement between the two players during the game. This immediately ends the game.

7. A player who wins his game, or wins by forfeit, scores one point (1), a player who loses his game, or forfeits scores no points (0) and a player who draws his game scores a half point (1/2). If the game has not been played, or the opponent has not come to play the game, the winner is given (+) sign which is leveled to one point (1) in calculation of results of a player; the defeated player is given (-) which is leveled to zero point (0). The distinction of signs (+ and -) is that they cannot be counted for awarding the qualification.