Akron

Akron is a 3D connection game for two players, each with 32 balls of their colour (25mm or 1" marbles make good playing pieces). Play occurs on an 8x8 square grid of holes. Each player owns the opposite sides of the board marked their colour; both players own the corner holes.

Start: The board is initially empty. The first player starts by placing a piece from their pile on any board hole. The second player then has the choice of either accepting this move and continuing with their colour, or swapping colours to steal the first move.

Play: Players then alternate taking turns. Each turn the current player must either:

-**(i)** Add a piece from their pile; or (ii) Move one of their pieces already on the board. (i) The current player may add a piece from their pile (if there are any left) to any vacant board hole. Note that pieces added from the pile must be placed directly on the board and not stacked on existing pieces.

-**(ii)** Alternatively, a piece may be moved to any valid empty point that touches a connected same-coloured piece (excluding the moving piece itself). An empty point is valid if it is either on the board surface or supported by a flat stable square formed by four touching pieces before, during and after the move.

A supporting piece can be moved if exactly one piece rests directly upon it from the level above. The upper piece is dislodged and drops down to fill the gap; there may be a cascade effect if it in turn supports a piece above, etc. The moving piece may step up or down one or more levels per move, but it may not take the place of a dropping piece or use a piece that has dropped this turn as a support piece.

Aim: A player wins by completing a connected chain of their pieces between their two sides of the board on the opponent's move (that is, a winning connection must still connect both sides of the board after the opponent's replying move).

Two pieces touch if they are squarely adjacent or one rests directly upon the other. Two pieces are connected if one can be reached from the other through a series of touching same-coloured pieces. Note however that if a connection crosses over an opponent's connection at any point then the uppermost connection prevails; the lower connection is cut until the upper one is removed. Hence, any piece with a differently coloured piece directly overhead is effectively cut from all connections.

	1	2	3	4	5	6	7	8	9
A									
B									
C									
D									
E									
F									
H									
H									
I									

	1	2	3	4	5	6	7	8	9