

# HARMONY

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# Contents

Introduction	4
Concepts & Definitions	4
Gameplay	6

## Introduction

Harmony is a game of cycles, of building and destroying, and of finding the balance between two players.

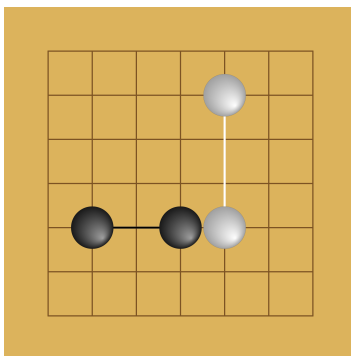
It is played by placing stones (or any kind of player identified marker) on a grid-lined board. Both the square regions and the intersections of lines have importance to Harmony. The size of the grid can vary based on the complexity of the game the players are interested in. It is often played on a 19-by-19 go board, as the games have identical materials to play.

The game was conceptualised in 2016 by S. Baer and L. L. Blumire as an answer to the question ‘what would be a good game using both placement and movement’. In this regard it was inspired by the fictional game Pai Sho from Avatar the Last Airbender.

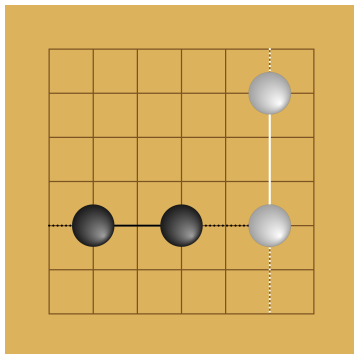
Fundamentally, the game is about claiming territory—thematically the same as Go. It does this through constructing lines between placed stones to box out a region.

## Concepts and Definitions

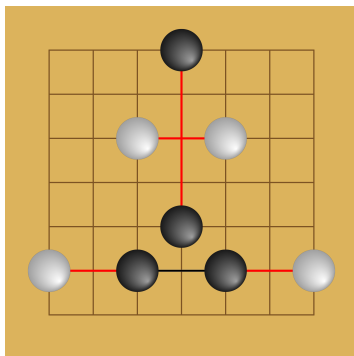
**Harmony** is the line segment formed *between* two stones of the same colour. Stones are ‘in harmony’ if they are connected by a Harmony. If a stone is on an enemy harmony, it is dead and is removed from the board.



**Harmonic Line** is a line extended out until another stone is hit from stones that are in harmony.



**Dissonance** is a harmony that has been cancelled out by another intersecting harmony (that itself becomes a dissonance), or by a fully enclosed harmony.

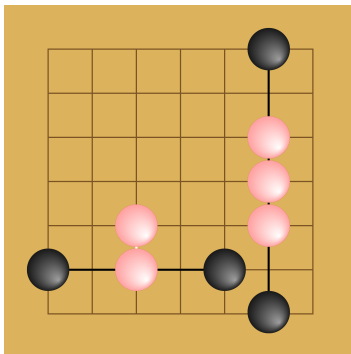


**Zero-Width-Harmony** or 'a Cage' occurs when two stones are directly adjacent. As a harmony is the line *between* two like-coloured stones, there is no Harmony between them and thus they do not protect each-other.

Any stones directly connected to each other in such a zero width harmony are called a group.

A group functions as a single stone. In evaluating if any stone in the ZWH Group is dead, consider the state of the board if all other ZWH connected stones are removed.

If any stone in a group is dead, all stones in the group are dead.



## Gameplay

# The Beginning

In the beginning of the game, players sit with their collection of stones (of which they should not run out during play), and the board in front of them.

Black plays the first move.

## Play

Players take turns either placing a stone, or moving a stone along it's harmonic line.

A stone can be placed anywhere on the board, or a stone can be moved along one of it's harmonic lines as many spaces as desired (provided it does not leave the line, going over the edge of the board or passing over another stone).

Next, dead stones are removed. If the player placed a stone, their own coloured stones are removed first. If the player moved a stone, the enemies stones are removed first.

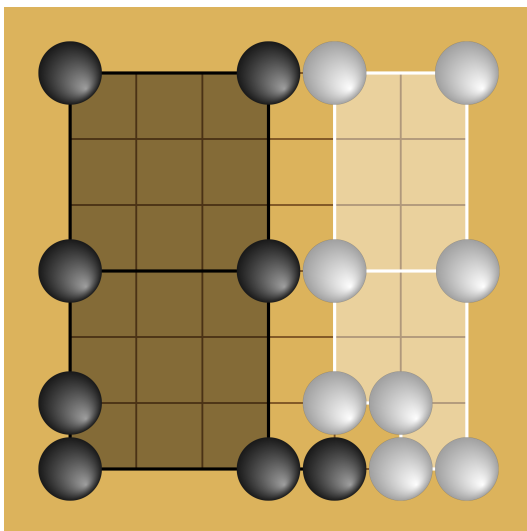
When removal is happening, stones of the colour being removed are inspected. If they are on an enemy harmony they are dead and are removed. Next, the opposite colours are checked and dead stones are removed. If any stones were removed, this step is repeated to allow for chain reactions.

When all chain reactions have been resolved, it becomes the next players turn.

## Endgame

At any point a player may pass, signalling they think the game to be over. If the other player also passes, the game ends and the board is counted.

Any stones both players agree are dead are removed. Areas surrounded by harmonic lines have their squares counted and added as score to the player.

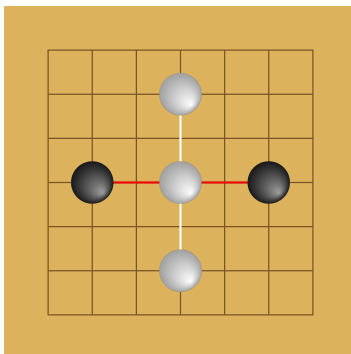


In the above game, the counted areas are shaded. White has 11 points, and Black has 18 winning by 7 points.

## **Addendum: Middle of Three**

The middle of three is not a rule in its self, but is a consequence of the above rules.

It is that in the event of a board such as shown:



The center white piece is not killed. This is because the harmony from the top white stone to the bottom white stone cancels with the harmony from the left black stone to the right. The harmony from both outer white stones to the middle are preserved (as they do not intersect with the black harmony). As whites stone is therefore not on an enemy harmony, it does not die.