

QUENTIN

by Luis Bolaños Mures

Introduction

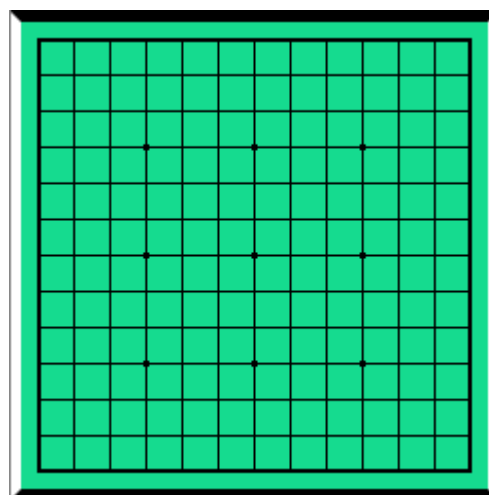
Quentin is a drawless **connection** game for two players: Black and White. It's played on the intersections (points) of a square board, which is initially empty. The top and bottom edges of the board are colored black; the left and right edges are colored white.

Luis Bolaños Mures designed Quentin in April, 2012.

Definitions

A **chain** is a set of like-colored, orthogonally adjacent stones.

A **region** is a set of orthogonally adjacent empty points completely surrounded by stones or board edges. If all those points are orthogonally adjacent to at least two stones, said region is also a **territory**.



13x13 Quentin board

Play

Black plays first, then turns alternate. On his turn, a player must place one **stone** of his color on an empty point.

Then, every territory on the board is **filled** with stones of the player who has the **majority** of stones orthogonally adjacent to it, after which the turn ends. Territories with the same number of Black and White stones adjacent to it are filled with stones of the opponent's color.

At the end of a turn, any two like-colored, diagonally adjacent stones must share at least one orthogonally adjacent, like-colored neighbor. Otherwise, the move is **illegal** and the player must choose another one.

If a player can't make a move on his turn, he must **pass**. Passing is otherwise not allowed. There will always be a move available to at least one of the players.

The game is **won** by the player who completes a chain of his color touching the two opposite board edges of his color. Draws are not possible.

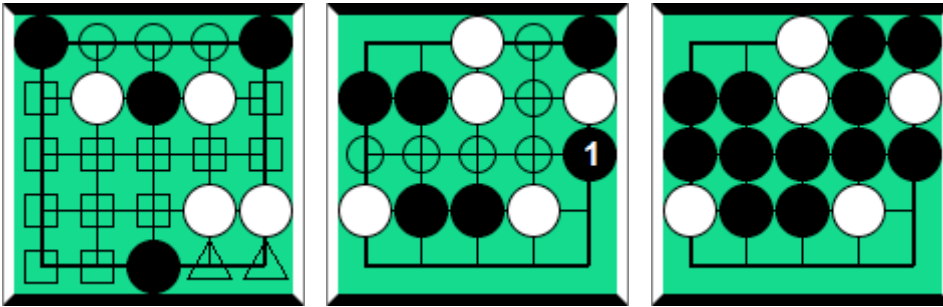
Pie rule

The **pie rule** is used in order to make the game fair. This means that White will have the option, on his first turn only, to change sides instead of making a regular move.

Examples

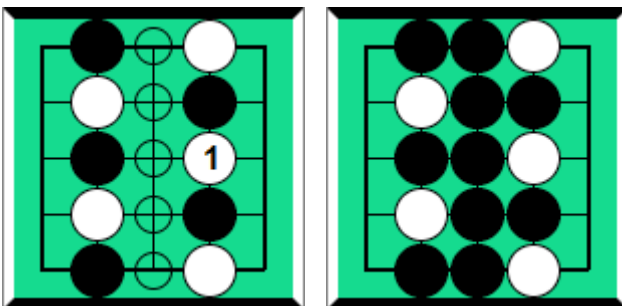
Normally, a Quentin board will be much larger than the tiny ones shown here.

Regions and territories



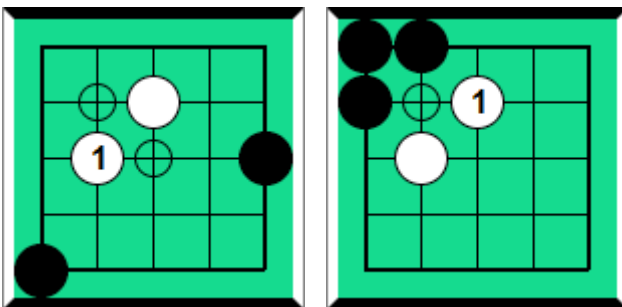
On the left, there are three regions on the board, marked with circles, squares and triangles, respectively. Neither of these regions is a territory, since some points in each of them are adjacent to less than two stones. In the next figure, after Black 1, all the points in the marked region are adjacent to at least two stones, so they form a territory. There are 6 black and 5 white stones adjacent to it, so it's filled with black stones, as shown on the right.

Tied territories



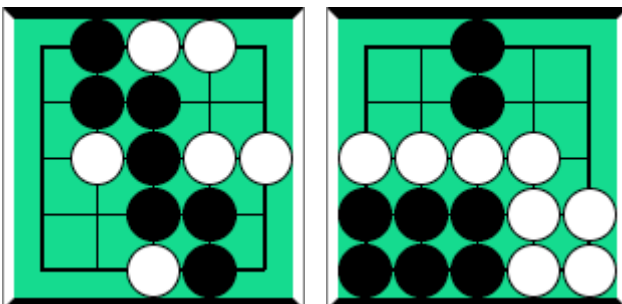
On the left, after White 1, the marked territory is adjacent to 5 black stones and the same number of white stones, so it's filled with enemy stones. The next figure shows the position at the end of White's turn.

Illegal moves



In both these pictures, White 1 is illegal. On the left, White 1 is only diagonally adjacent to the other white stone, and neither of the marked empty points is occupied by a white stone. On the right, White 1 fills the marked territory with a black stone, after which White 1 and the white stone diagonally adjacent to it don't share any orthogonal, like-colored neighbours yet.

End of the game



On the left, Black has won by connecting his two opposite board edges with a chain of his color. Likewise for White in the next picture.

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