

The background of the image features a repeating pattern of large, semi-transparent green triangles. These triangles overlap to create a sense of depth and texture, resembling a stylized forest or a field of leaves. The color is a vibrant lime green.

# LEAVES

## AN ABSTRACT STRATEGY GAME

# Introduction

**Leaves** is an abstract logic game for two players, in which the players compete to have more *leaves* on the *tree* when the game is over.

On each turn, players add new *leaves* to the *tree*, but beware: any *leaves*, not adjacent to a *log*, *fall off* in the end.

Will you be victorious, or will your efforts meet the same fate as autumn leaves.

## Contents

5



*logs*

10



*green leaves*

10



*red leaves*

# Game setup

To prepare the game, place all the *logs* in a straight line.

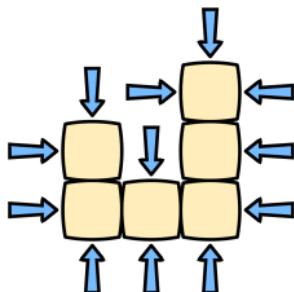


*Ready for the game.*

Split the rest of the *leaves* between players based on preferred color and decide on starting player.

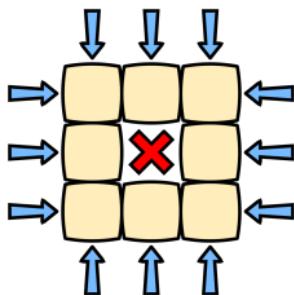
# Placing a leaf

Leaves are pushed onto the tree from one of the four directions.



Arrows indicate **all** possible leaf placements.

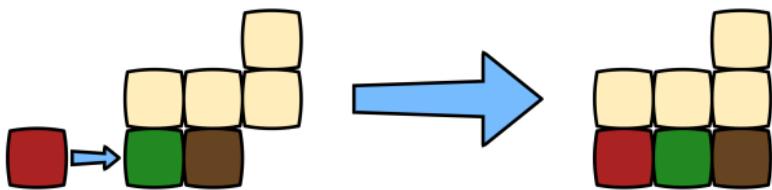
Leaves are always pushed in from an extremity of the tree. Placing a leaf inside a gap in a row/column is not possible.



Arrows indicate **all** possible leaf placements.

# Pushing a row/column

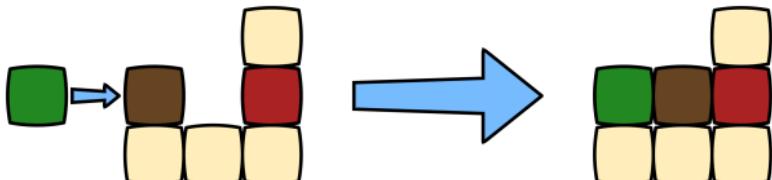
A *leaf* pushed onto the *tree* pushes the selected row/column by one tile.



*Example move.*

## Gaps shrink

If there is a gap in the row/column being pushed, it shrinks. This prevents from splitting the *tree* in two.



*Gaps shrink by one tile per push.*

# **The game**

During the game, the players alternate in an ABBAABB... fashion.

## **First turn**

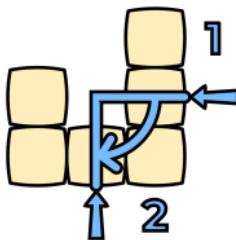
The starting player thus *places* a single *leaf* of their color in their first turn.

Then it's the second player's turn.

## Following turns

On each following turn, two *leaves* of player's color are *placed*.

The first one from any *direction*, while the second has to be *placed* from the *direction*, that is 90 degrees clockwise from the *direction* the first *leaf* was *placed*. This specifically avoids players negating each other's actions.



*First move from right, second move from bottom.*

Players alternate taking turns, *placing* two *leaves* each, until they run out.

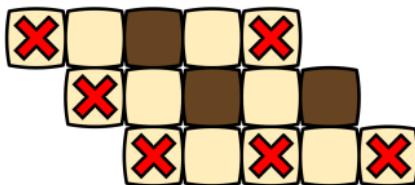
## Last turn

The starting player will again *place* a single *leaf* in the last turn.

## Victory

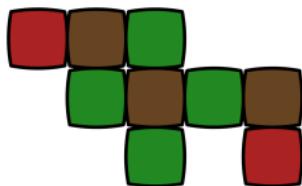
When both players run out of *leaves*, those, that do not directly touch a *log*, *fall off* and thus are removed from the tree.

Leaves do not touch *logs* diagonally.



*The leaves with a cross do not touch any logs, and therefore are removed.*

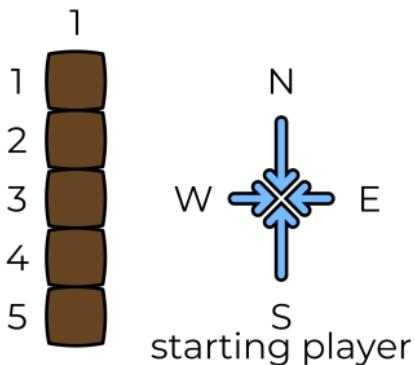
The player with most *leaves* still on the tree wins.



*Green wins.*

# Game notation

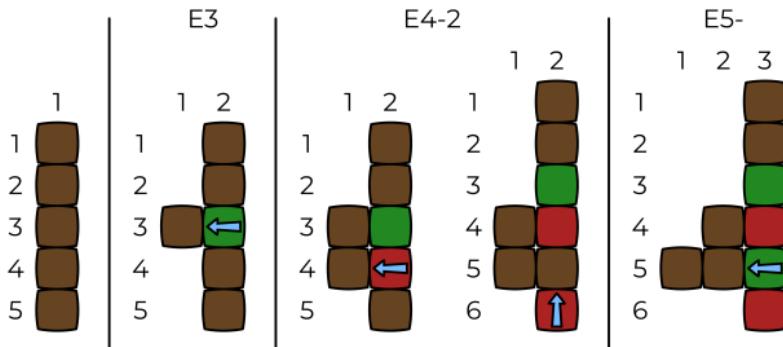
The game can be written down. Given that the starting tree is stretching from north to south and the starting player is on the south side, we can number the columns and rows west-to-east and north-to-south.

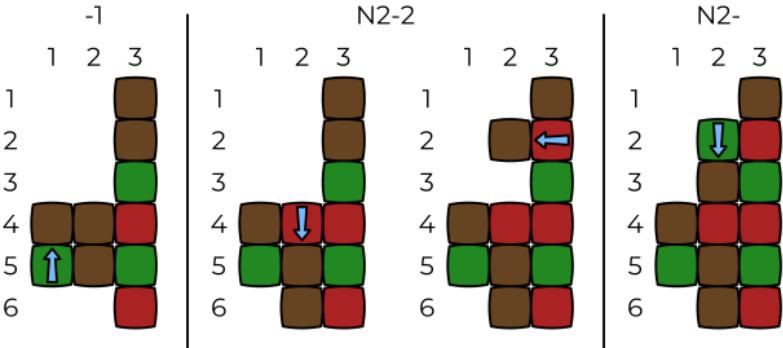


Each line of the notation represents one turn and contains:

- letter representing the *direction* from which the *leaf* was placed
- number indicating the row/column
- hyphen
- number indicating the row/column the second *leaf* was placed to

First and last turn of the starting player does not have the hyphen and the second number, since only one *leaf* is placed.





This game would so far be written down as:

E3  
E4-2  
E5-1  
N2-2  
N2-...

Note that the numbers don't correspond to the same row/column throughout the game.

Victory is denoted by two numbers separated by a hyphen, indicating the amount of *leaves* that touch a *log*.

...  
E3-2  
W1  
  
5-8

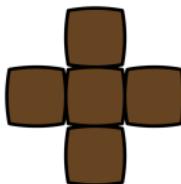
In this case, the starting player lost 5 to 8.

# **Alternative setups**

You can experiment with alternative starting positions including, but not limited to:

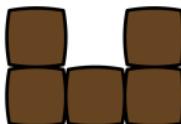
## **+ tree**

Try it if you don't have enough space.



## **U tree**

Position for a little starting player advantage.



# **Alternative rules**

## **Any distance push**

When *placing* a *leaf*, choose how far you want to push.

Take care, not to break the *tree* in two.

## **90 degrees, single stone**

Players take turns *placing* one *leaf*, always in a *direction* 90 degrees clockwise from the *direction* your opponent used last.

## **No 90 degrees rule**

Both *leaves* can be *placed* from any *direction*, giving you more freedom.

Reversing the actions of your opponent is not really that much of a concern since new *leaves* are always added and the game will thus never be taken back to an earlier state.