LOT

A board game for 2 players by **Néstor Romeral Andrés**

INTRODUCTION

LOT is played on an orthogonal grid of 7 x 7 squares. Two players, black and white, struggle to create a line of three *consecutive* stacks of 2 pieces each in any direction (orthogonal or diagonal).

LOT was born while researching the concept of a simple piece-removal game mechanism that made loops impossible, but at the same time, produced potentially long games in a very small playing area.

The name **LOT** comes from 'Line Of Three' and also from 'Lots Of Turns'.

MATERIAL

- A 7 x 7 board
- 45 black disks and 45 white discs
- Carrying case

SETUP

Place the board in the middle of the playing surface. Each player takes a supply of pieces of their colour.

HOW TO PLAY

White starts. After White's first turn, Black may opt to swap colours (pie rule).

Players alternate turns during the game until one of them reaches the victory condition.

On your turn, do the following in order:

1. **Lay out** a **thing** on an empty **lot**: Place a piece of your colour on an empty space of the board.

2. **Look over that**: If at least one **line of three** or more *consecutive* pieces (not stacks) in any direction (orthogonally or diagonally) of your colour has been created then you **must** do the following in order:

    a. Choose **one** of the lines of three that have been created and remove two pieces, but **leave one there**.

    b. Add one **level of tower**, by adding another piece of yours to the one you left there, making it a stack.
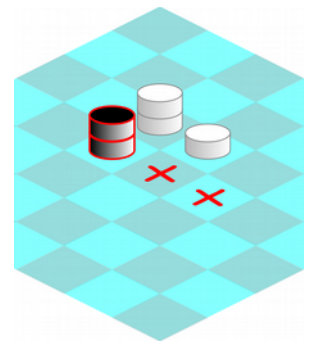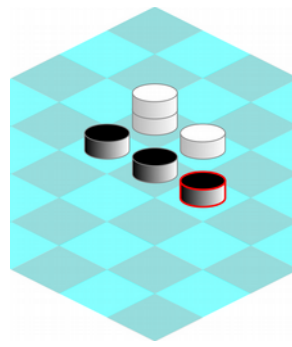
Example: Black places a piece (indicated in red) that creates a line of 3 consecutive pieces. Then removes any two of the pieces of that line and adds a piece on top of the third one, creating a stack.

If, at the end of the turn, at least one **line of three** (or more) *consecutive* stacks of the same colour has been created, the **line's owner triumphs**. If the board fills up before this happens the game ends in a draw.
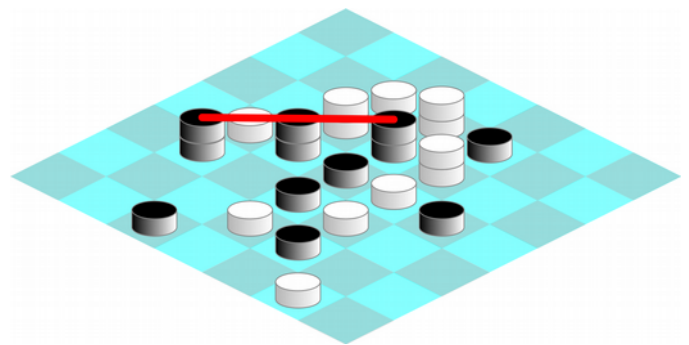
Example: Black wins with a line of 3 stacks

STRATEGY

The 9 centre spaces are too powerful, so if you play with Black, maybe you should swap colours (pie rule) if your opponent makes this opening.

Force your opponent to create an 'undesired' line of three, so he's forced to remove it, thus leaving room for your next move.

Don't make stacks too soon, as you will leave a **LOT** of room to your opponent.

Block potential lines of stacks, not lines of pieces.

NOTES FROM THE DESIGNER

The number of pieces on the board increases by one each time a new piece is added, and decreases by one each time a stack is created. So a turn that creates a line that becomes a stack has no net effect on the number of pieces on the board, but increases the number of free cells by one. This means that, for example, if you could hypothetically fill an entire board with 2-stacks, the number of turns needed to fill up a 7×7 board would be 7×7×3 = 147 moves (but you can't, so the number of turns needed to fill it up as much as possible is a bit smaller). Also notice that the minimum number of turns to win is 9.