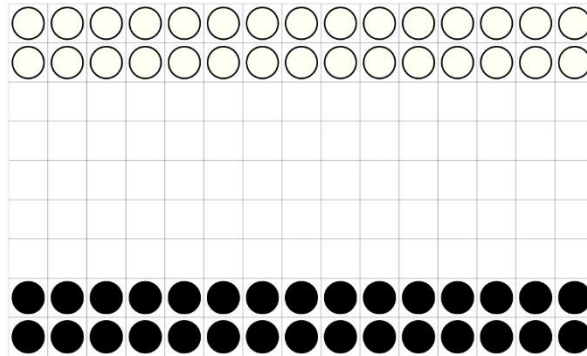


Lithos

2024, Gold_General_0, <https://boardgamegeek.com/thread/3397647>

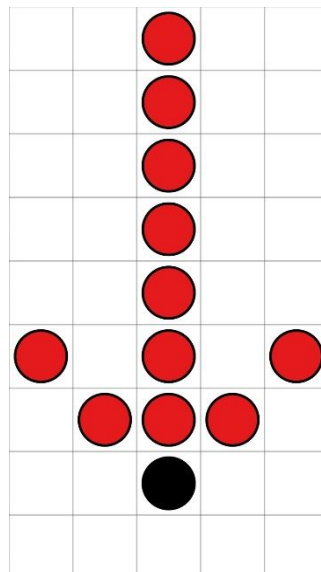
The game is played on a 15x9 board, with 30 pieces per player.



The objective of the game is to have 3 of your pieces in the opponent's home row.

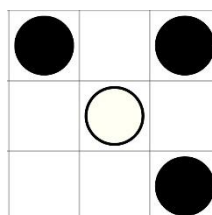
Also, if a player on their turn cannot make a move, they lose immediately.

Pieces move like this (according to their owner's perspective):



In other words, they move **any amount of spaces vertically forward**, or **up to 2 spaces diagonally forward**. Pieces may not jump over other pieces.

Pieces are captured if they are adjacent to **3 or more enemy pieces**. Like this:

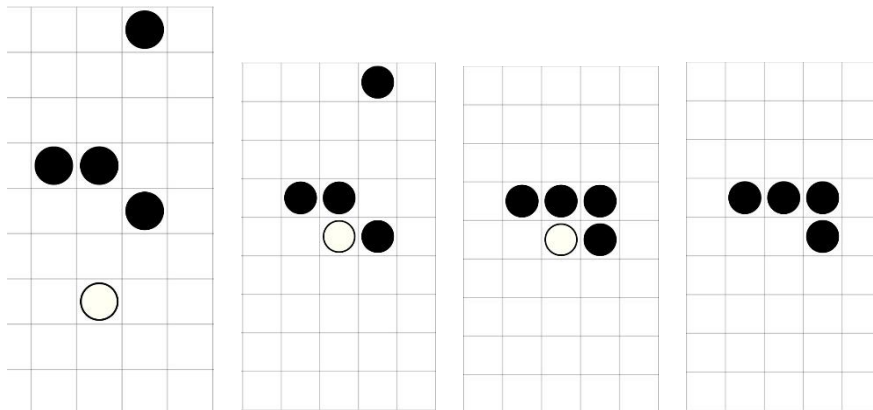


This is just one example of many that can be shown here.

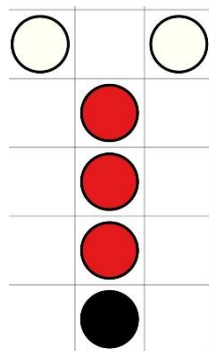
A capture has to be done by *an active move by the capturer*. If the victim moves to a spot where it can be captured by its own volition, then nothing happens.

Moreover, if a piece moves into a spot where it could have been removed by the capturer, that player would have to add a piece to that spot to capture the piece.

For example, if you moved to a spot surrounded by 3 enemy pieces, the opponent would have to move a fourth piece next to you in order to make that capture.



If your piece has 2 or more enemy pieces adjacent to it, then your piece is immobilized, and cannot move ***unless it makes a capture doing so***. A piece cannot move past a spot where it would be immobilized over the course of its move, *unless it makes a capture doing so*. For example:



This Black piece cannot move past the 3rd space, as it would be frozen by the 2 White pieces next to that 3rd space.

Lithos literally means “Stones” in Greek.