A two-player board game by Grant Fikes
Print-and-Play edition (Version 1)

INTRODUCTION

Battle of LITS is a board game for two players, inspired by the Japanese logic puzzle **LITS**. **Battle of LITS** is played on a board with X's and O's; each player is assigned a symbol (X or O), and aims to use a shared pool of L-, I-, T-, and S-shaped pieces to cover up the opponent's symbols. Three simple rules constrain the placement of the pieces, making it possible to protect one's own symbols from being covered while attacking the opponent's symbols. When no more pieces can be placed, the winner is determined by counting how many of each symbol remains visible. If your symbol appears more often than your opponent's symbol, you win!

COMPONENTS

Battle of LITS uses the following components:
*   20 *tetrominoes* (shapes made of four squares), 5 each of four different shapes (L, I, T, S)
*   A board marked with X's and O's
*   Two markers, X and O, signifying which player is using which symbol

To use this print and play edition of Battle of LITS, print out pieces.pdf and pieces-reflected.pdf on opposite sides of a single sheet and cut the tetrominoes out. Four different boards, board-boxes.pdf, board-diagonals.pdf, board-horizontals.pdf, and board-monogram.pdf, are included. Finally, markers.pdf contains two player markers which can be printed and cut out.

SETUP

Place the board on the table, and the tetrominoes beside the board where they are plainly visible and accessible to both players. Give each player a random player marker to determine who is X and who is O.
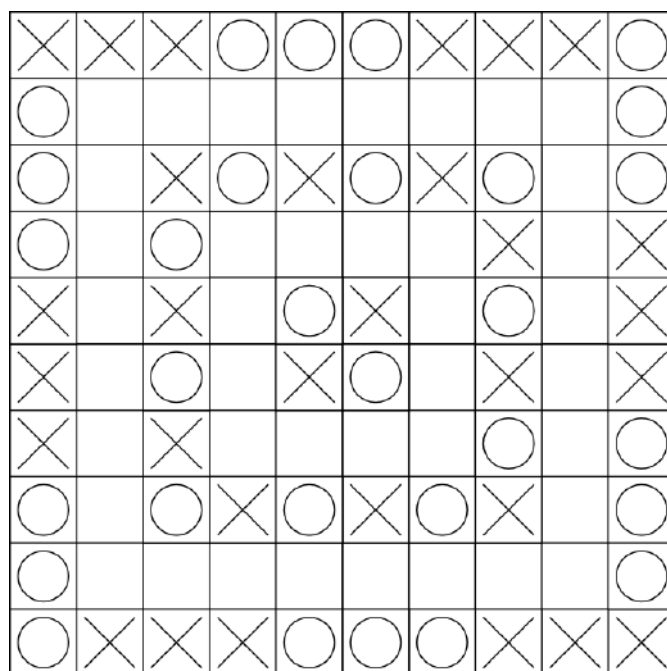
Figure 1: One of the boards in Battle of LITS.

GAMEPLAY

Starting with X, players take turns placing any tetromino from the shared supply onto the board. X may play the first tetromino anywhere, and three rules govern the placement of all future tetrominoes:

- Every tetromino must share an edge with at least one other tetromino. *(See Figure 2.)*
- No two tetrominoes of the same shape may share an edge. (*Note that the tetrominoes are color-coded by shape; any two tetrominoes of the same shape will also be the same color. See Figure 3.)*
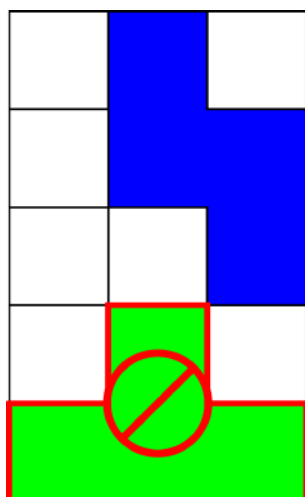- No four cells in a 2x2 arrangement may all be covered by tetrominoes. (*See Figure 4.)*

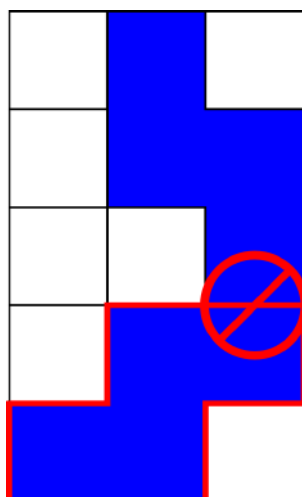Figure 2: Piece doesn't share an edge with another piece.

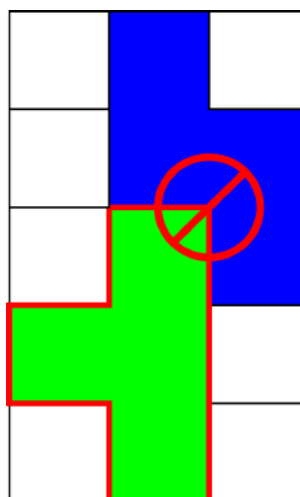Figure 3: Piece shares an edge with a piece of the same shape.

Figure 4: Four cells in a 2x2 area are covered.
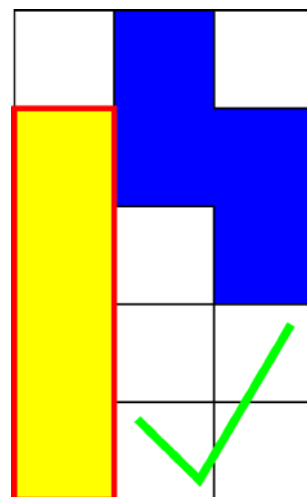
Figure 5: Legal placement.

The **swap rule** is used to make the game fair: *on O's first turn only*, O may swap player markers with X instead of placing a tetromino. If so, then X becomes O and places the second tetromino; players then alternate turns as usual.

As long as it is possible for tetrominoes to be placed on the board, passing turns is strictly prohibited; a tetromino *must* be placed every turn. When no more tetrominoes can be played without violating the above rules, the game is over.

GAME END

The game ends when no more tetrominoes can be placed. Players count how many of their symbols remain visible on the board; the player with more of their symbol showing on the board is the winner. In the event of a tie, the player who played the last tetromino is declared the winner; draws are not possible in **Battle of LITS**.

Figure 6: No more pieces can be placed, so the game is over. With 17 X's and 15 O's remaining uncovered, X is the winner.

ADDITIONAL LINKS

- The designer of this game has a blog at http://mathgrant.blogspot.com/!
- This game's BoardGameGeek page is at http://boardgamegeek.com/boardgame/105265/battle-of-lits.
- If you have a BoardGameGeek account and wish for this game to be published by **nestor**games, you may voice your opinion by thumbing up this post: http://boardgamegeek.com/geeklist/48043/item/1792048#item1792048