

# Xifeng's posterous

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## Kitaran

This is for a game design contest. It uses capture by conversion, and the goal is to have the majority of stones at game's end. The name used to be "Alea Evangelion," but I changed it because it's a stupid pun. "Kitaran," Malay for "Cycle," sounds nice and reflects the cyclic nature of the game.

On a turn, you may do one of two things:

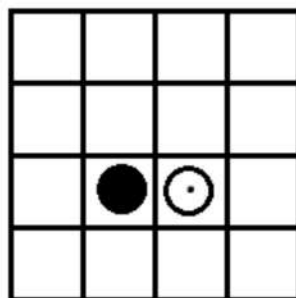
- Place a stone of their color on any square of the board
- Convert all enemy stones (orthogonally) adjacent to one of your own stones

Converting is subject to three restrictions:

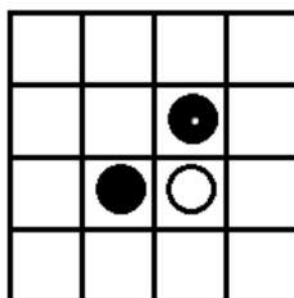
- You may not flip a stone that was flipped on the previous turn.
- You may not flip a stone that was placed on the previous turn.
- You must convert *all* of the enemy stones adjacent to one friendly stone.

One important aspect of these rules might not be obvious without illustration:

(the most recently placed stone is marked)



White places a stone,  
threatening black



Black defends: the white stone  
cannot flip all adjacent black stones,  
so it cannot flip any of them.

When the board is full, the game is over, and the player with the most stones wins.

The game is playable with a standard Othello set, but the board can be any size. 5x5 yields games of a nice length, and not particularly drawish. 6x6 games can easily exceed 100 ply, and 7x7 is not for the faint of heart. Should the game prove unbalanced, a komi with a fractional component will serve to both balance and prevent draws on even-sized boards.

Theoretically there could arise a state where an endless cycle of captures occurs, and neither player is motivated to place a stone. This has never happened in practice, and is extremely unlikely. Placement is usually superior to capture except in the late end-game, at which point the board is usually too tightly packed for loops to occur without one player being able to secure an advantage.