

LEVEE

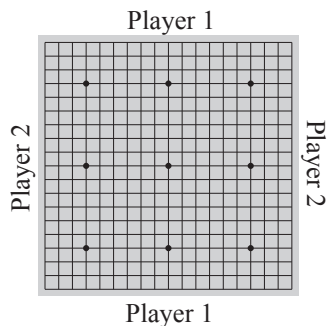


Fig. 1 - Initial Setup

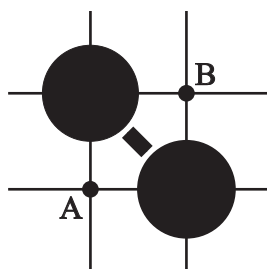


Fig. 2 - Points A and B Not Connected.

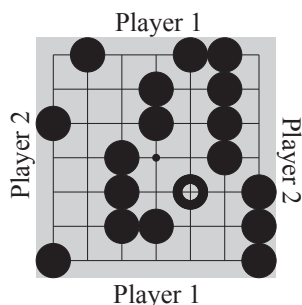


Fig. 3 - Illegal Move for Player 2

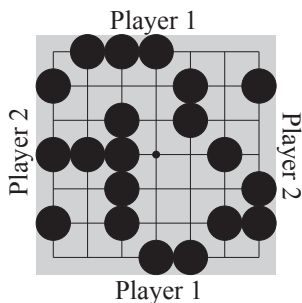


Fig. 4 - Player 2 Has Won

INTRODUCTION Levee is played with a Go board and a set of black stones. The board starts out empty as shown in Figure 1. Player 1 (the first player to add a stone to the board) owns the points on the near and far edges, not including the corner points, and likewise for Player 2 and the left and right edges. Corner points are excluded from ownership. Draws and ties cannot occur in Levee. Mark Steere designed Levee in May, 2007.

CHANNEL A “channel” is a contiguous sequence of unoccupied points which connect the center point to an unoccupied edge point. A channel includes only one edge point and no corner points. Individual points in a channel can be connected horizontally, vertically, or diagonally to neighboring points in the channel.

A channel cannot pass between a pair of diagonally connected stones. In Figure 2, the two stones are connected to each other, but points A and B are not connected.

The owner of a channel’s included edge point owns the channel.

STONE PLACEMENT Players take turns adding stones to the board, one stone per turn. You can place a stone onto any unoccupied point, with two exceptions. The center point must remain unoccupied, and a circuit of stones cannot be formed around the center point. A “circuit” is a contiguous sequence of stones which form a closed path. Individual stones in a circuit can be connected horizontally, vertically, or diagonally to neighboring stones in the circuit. Figure 3 shows an illegal move for Player 2.

Each player will always have a placement available and must make a placement on his turn.

OBJECT OF THE GAME You win when your opponent has no channels. In Figure 4, Player 2 has won the game.

AUTHOR’S NOTE Feel free to copy, distribute, profit from, or do whatever you like with this document and the game of Levee. However please don’t change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.