Linage

Linage is a finite *territory* game for two players: Vertical and Horizontal. It is played on the intersections *(points)* of an initially empty square grid *(board)*. Both players must have access to a shared pool of identical stones.

Definitions

- A *region* is a maximal set of orthogonally contiguous empty points.
- A *line* is a set of three orthogonally contiguous empty points on the same row or column.
- A region is *owned* by Vertical if it contains no horizontal lines, and by Horizontal if it contains no vertical lines. A region is *free* if it is owned by neither player.
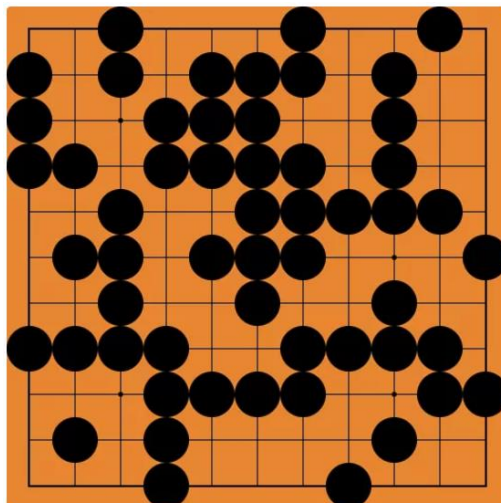
Play

Vertical plays first, then turns alternate. On your turn, *pass* or *place* a stone in a free region. At all times, every region must include at least one line.

The game ends when both players pass in succession. The player with the higher score wins. Your *score* is the number of points in the regions that you own, plus komi (see below) in the case of Horizontal.

Komi

Komi is the number of points that is added to Horizontal's score at the end of the game as compensation for going second. Before the game starts, the first player chooses the value of komi, and then the second player chooses sides. To avoid ties, it is suggested that komi be of the form *n* + 0.5, where *n* is a whole number.

11x11 Linage game won by Vertical (32 points to 30.5; komi was 4.5)
Note that the players wisely left the lower left corner unclaimed. Whoever played first in that area would enable their opponent to claim it. ref

[BGG description, Luis Bolaños Mures 2016]