

# Burl

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Burl is an elimination game for two players – Black and White – played on an initially empty hexhex board with side length 4 or 5. It is a game of placements and captures. You only place stones of your own color, and only onto empty spaces, and you only remove stones of your opponent's color. Black goes first.

## Definitions:

- A **permanent stone** is a stone that is part of any set of three mutually adjacent stones of the same color. All other stones are removable.
- To **trim a group** is to remove all removable stones from it. Permanent stones are never removed.

## Rules

1. If a stone was removed in the previous turn, place a permanent stone. If not, place a removable stone.

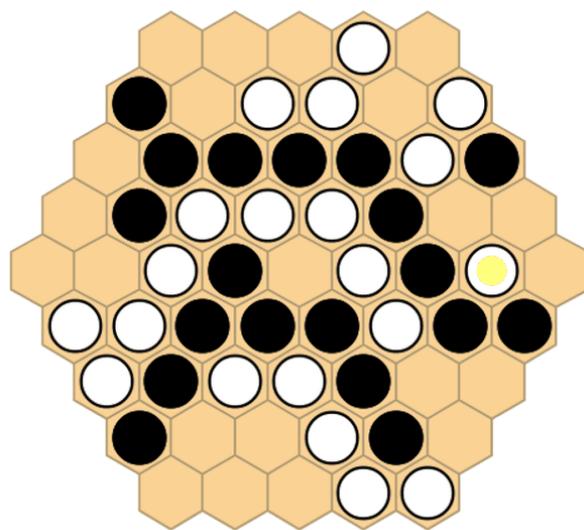
2a. After placing, trim every enemy group that has no space to add a removable stone.

2b. If you remove any stones in step 2a, go on to also trim every enemy group that has no space to add a permanent stone.

**Goal.** If, at any point during your turn, your opponent has no removable stones left, you win.

- An exception is made for the very first turn, when White has yet to place their first stone.

[BGG description]



*game in progress*