

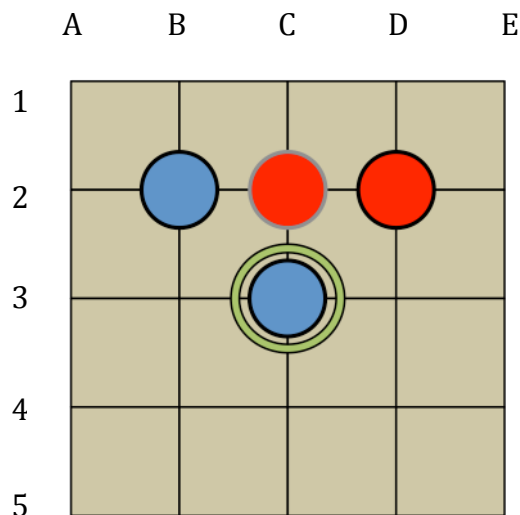
Ki by Corey Clark

Ki is a very elegant territory game in the spirit of Go. Draws are not possible in Ki.

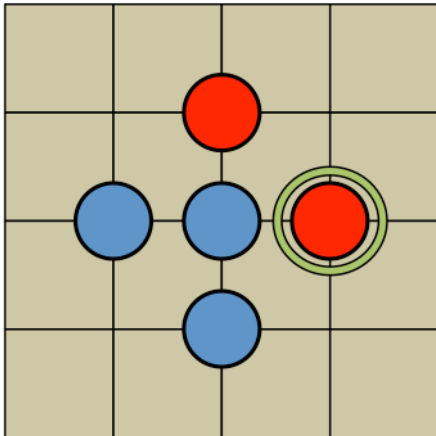
Setup: Ki is played on any odd sized square board nothing smaller than 11x11 is recommended.

Objective: The objective of Ki is to have more stones on the board than your opponent when the board is full. Note that completely filling the board will not be necessary to determine the outcome of a game, as many of the placements will become obvious towards the end.

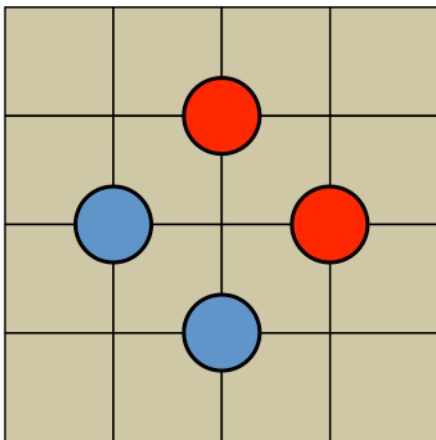
Gameplay: Starting with black, players alternate placing stones. A player must have at least 2 stones orthogonally (horizontally/vertically) adjacent to a space in order to control it. A player controls a space when he owns a majority of the stones orthogonally adjacent to the space. If his opponent occupies the space, the enemy stone is removed from play. Depriving a stone of supporting friendly stones does not result in a capture. If a space is surrounded by an equal number of stones of both colors, it is a legal placement for either player. It is forbidden for a player to place a stone on a space controlled by his opponent, even to make a capture. If a player has no legal move on his turn he must pass. Passing is otherwise not permitted.



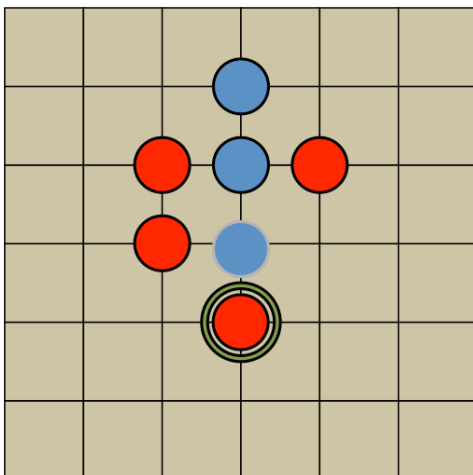
Blue drops a stone on c3. The red stone on c2 is removed because there are two blue stones adjacent to the space and only one red one.



Here red places his stone on d3. The blue stone on c3 is safe because neither player controls the spot



Similarly, in this situation either player may place his stone on C3 because neither player has control of the spot.



This shows an interesting position in which a stone may survive in an enemy controlled space. The blue stone on d4 is captured. This does not lead to the capture of c4 even though red seems to have seized control of that space as well.