Infuse

2020, Dale Walton, https://boardgamegeek.com/thread/2518705

A supply stones in two colors and either: a hex grid board (order 5 or alternating edges 4,6) or else a checkerboard using both orthogonal and diagonal moves.

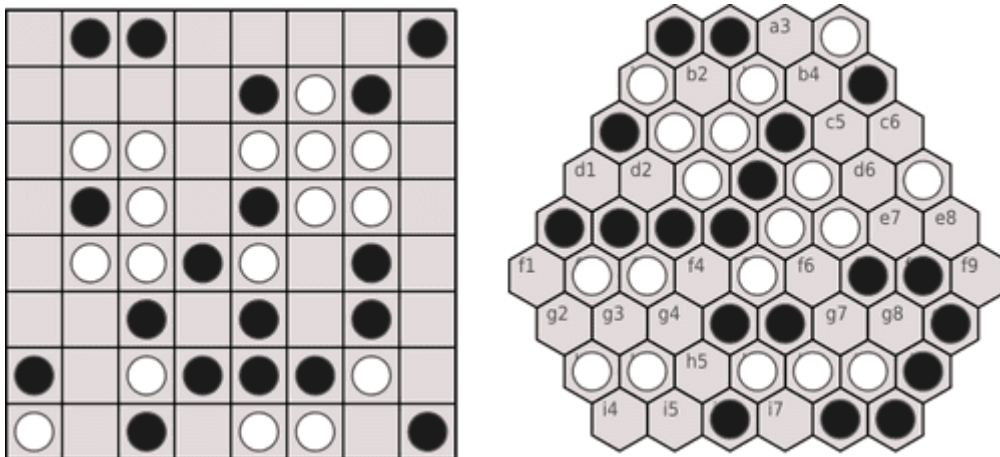**Goal.** Most pieces on board at end of game. (In a tie, last to place loses.)

Start with empty board.

On a turn, either

1) Place your piece on an empty location that is not along any straight, clear path to any of your other pieces, or
2) Select one of your pieces that lies next to an enemy and step it to an adjacent empty space. You may continue to step it so long as the total number of steps taken does not exceed the number of enemy neighbors where it came from.
3) Pass

The game ends when the following conditions are all fulfilled on successive turns, neither player:

1) Makes a placement,
2) Blocks a placement
3) Opens a potential place for a future placement (of either player)

Examples of finished games

Ludii file: https://ludii.games/lud/games/Infuse.lud