

Pletore

Pletore is a drawless territory game for two players: Black and White. It is played on the intersections (*points*) of an initially empty square grid (*board*).

Pletore was inspired by Michał Zapała's [Tumbleweed](#).

Definitions

Two stones, or a stone and an empty point, see each other if they lie on the same row or column and there are no other stones between them along that line.

You *pinch* a point if it sees stones of your color in at least one horizontal direction and one vertical direction.

You *control* a point if you pinch it while your opponent does not.

Play

Black plays first, then turns alternate. On your turn, perform exactly one of the following actions:

- Pass, provided that there are no empty points or every empty point is controlled by some player.
- Place a stone of your color on an empty point not controlled by your opponent.
- Remove an enemy stone from a point you control and place a stone of your color on that point.

On even-sized boards only, to prevent mirror play, the position after White's first move must be such that swapping the two stones on the board is not equivalent to rotating the board by 180°.

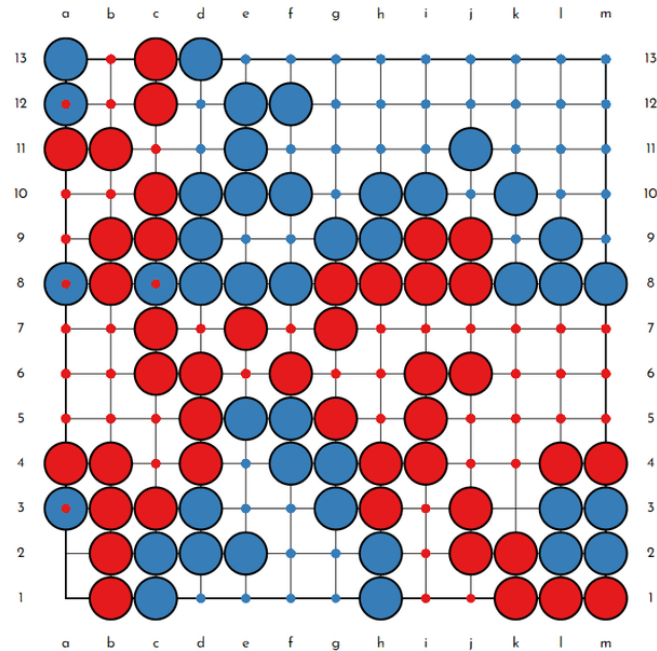
The game ends when both players pass in succession. The player with the higher score in the final position wins. Your *score* is the number of stones of your color on the board, plus the number of empty points you control, plus komi in the case of White. The *button* is used to avoid ties.

Komi and button

Komi is the whole number of points which is added to White'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. Alternatively, experienced players may agree on a standard value for all games.

The *button* is a special token which is placed next to the board at the start of the game. It is only used when komi and the board size have the same parity (i.e. they

are both odd or both even). On your turn, if neither player has taken the button yet, you may not pass, but you may take the button instead of making a board play. At the end of the game, a half point is added to the score of the player who has taken the button.



[BGG description, Luis Bolaños Mures, 2021]