

# SHAPE CHESS

日出 (2010)

Play on a  $12 \times 12$  or larger square board with sufficiently many black and white stones.

A **shape** is a stone together with all same-coloured stones that can be reached from the stone by orthogonal or diagonal steps. A shape is **symmetric** if it is preserved by reflection along a line.

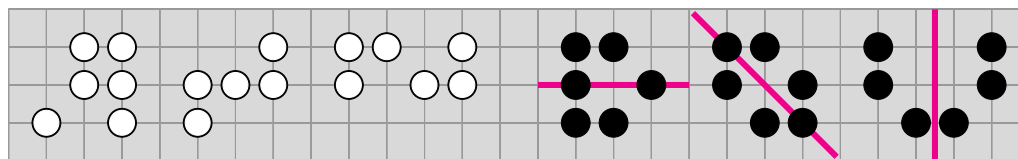
Black begins. A turn is either a Drop, a Jump or a Push:

- **Drop** an own-stone on an empty point.
- **Jump** an own-stone to any empty point.
- **Push** an opposing stone to an adjacent empty point and place an own-stone at the origin.

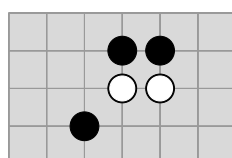
If after a player's turn there are one or more symmetric shapes of the player's colour then (1) these shapes are removed from the board, (2) the player scores  $n - 5$  points for a shape of  $n \geq 6$  stones, (3) the player takes another turn.

The first player to reach four points wins.

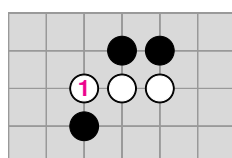
## Diagrams explaining the rules



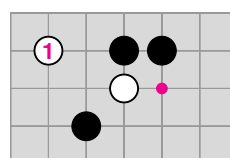
Three white non-symmetric shapes and three symmetric black shapes.



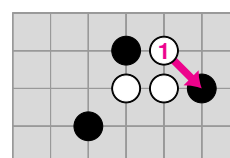
White's turn



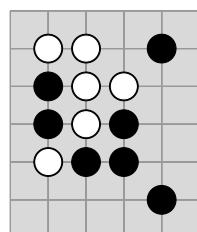
Drop



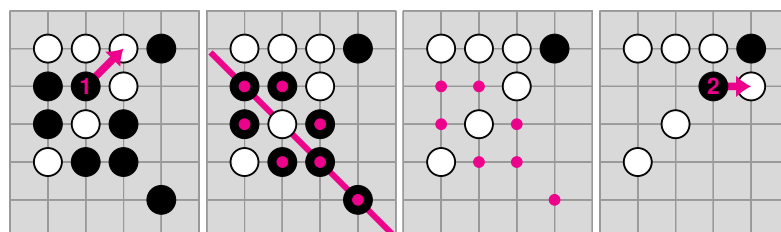
Jump



Push



Black to play and score



This push creates a symmetric shape of seven black stones which are removed and score  $7 - 5 = 2$  points for Black. Afterwards Black gets to make another turn.