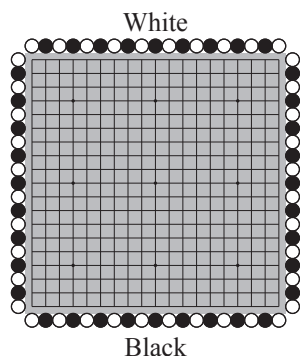# PALISADE by Mark Steere
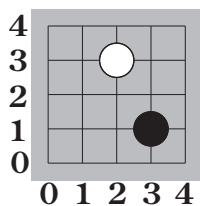
White

Black

Fig. 1 - Initial Setup
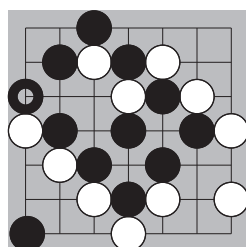

Fig. 2 - Coordinates
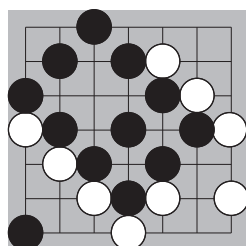

Fig. 3a - Black Initiates Turn
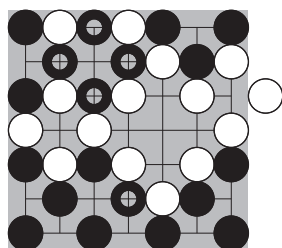

Fig. 3b - Black Concludes Turn

Fig. 4 - Placements Available to Black

INTRODUCTION Palisade is played with a Go set. The board starts out empty as shown in Figure 1. The stones shown surrounding the board don't have to actually be placed there, but the game is played as though they were there.

Each player takes possession of all of the stones of one color. Draws and ties cannot occur in Palisade. Mark Steere designed Palisade in June, 2007.

STONE PLACEMENT Players take turns adding their own stones to unoccupied points on the board, one stone per turn.

Points available to Black are interspersed with points available to White, in a checkerboard pattern. In Figure 2, the coordinates of the black stone are (3,1). Note that 3+1 = 4, an even number. The coordinates of the white stone are (2,3). Note that 2+3 = 5, an odd number. Black stones can only be placed onto points whose sum of coordinates is even. Likewise for white stones and odd sums. In practice it's not very complicated. You'll quickly develop an understanding of where stones can be placed and where they can't. Black adds the first stone.

Sometimes a newly added stone completes the formation of a loop. Here a "loop" is a closed path of like-colored stones. Each stone in the loop is connected to neighboring stones in the loop via diagonal adjacencies.

When you form a loop, if there are any enemy stones within (surrounded by) your loop, then you must remove said enemy stones from the board. Loops are not "protected" in any sense. If you form a loop around an enemy loop, you capture said enemy loop as well as all other enemy stones within your loop.

In Figure 3a, Black adds a stone, forming a loop which surrounds two white stones. Black concludes his turn in Figure 3b by removing the two white stones.

Sometimes an added stone will form two or more loops simultaneously. In this case, all enemy stones within all of the loops are removed.

The owner of a loop owns all of the points occupied by the loop stones as well as all points within the loop, occupied or unoccupied.

A player must never place a stone within a loop (of either color). Figure 4 shows all of the placements available to Black, marked with hollow stones. Note the white stone drawn next to the board. (See Figure 1.)

Each player will always have a placement available, an unobvious property of Palisade. You must make a placement on your turn.

OBJECT OF THE GAME When the players own all of the points (occupied and unoccupied), the player who owns the majority of points wins.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Palisade for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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