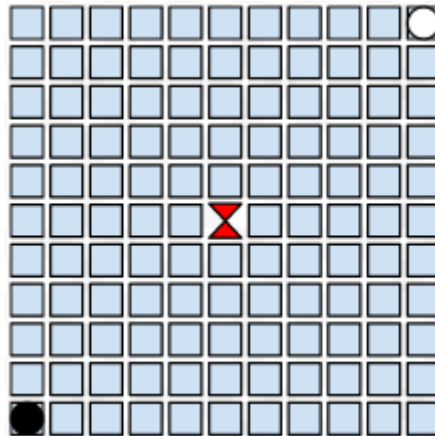


[Marbar](#), [May 14, 2012](#) by Xifeng

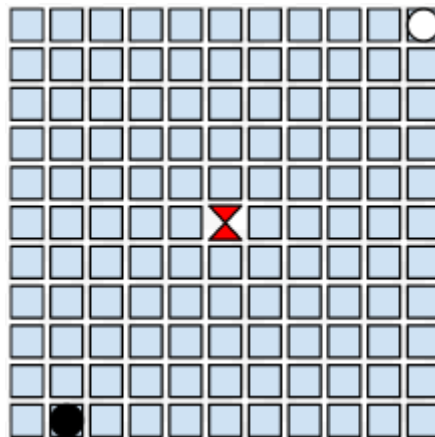
Marbar means "of killing."

The game starts with a rectangular grid of squares, all but one of which are occupied by "civilians." With two of those civilians are "hunters", one belonging to each player. The center space is occupied by the "monster:"



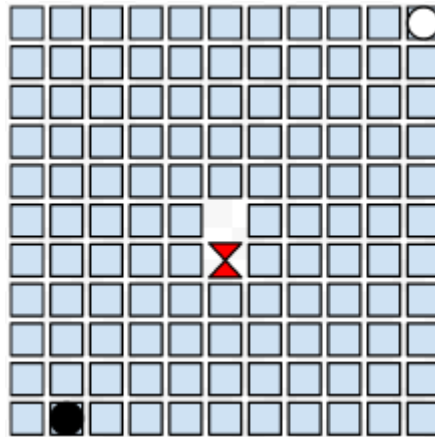
A turn consists of two steps, both of which are mandatory, but only one of which (usually) involves a choice:

- Move your hunter orthogonally one step to any space occupied by a civilian, and not the opponent's hunter.



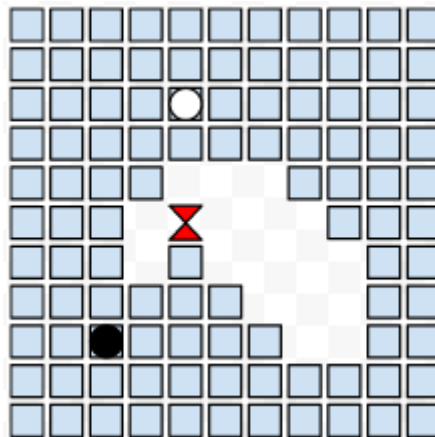
- Move the monster orthogonally one step. This is always deterministic:
 - If there is only one civilian adjacent to the monster, it moves to that space and devours the civilian there.
 - If there is more than one civilian in reach, it favors them in this order:
 - Minimal straight-line distance to the hunter that just moved
 - Minimal straight-line distance to the other hunter
 - These two are sufficient for the vast majority of cases
 - Move toward the starting space of the hunter that just moved

- Move perpendicular to the direction the hunter just moved

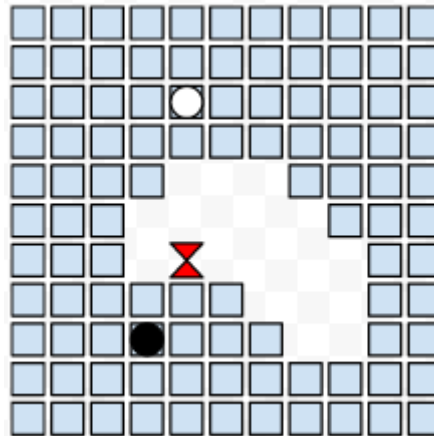


When the monster moves, it devours the citizen that it moves to. Any space occupied by the monster at any point in the game must remain vacant once the monster steps off of it.

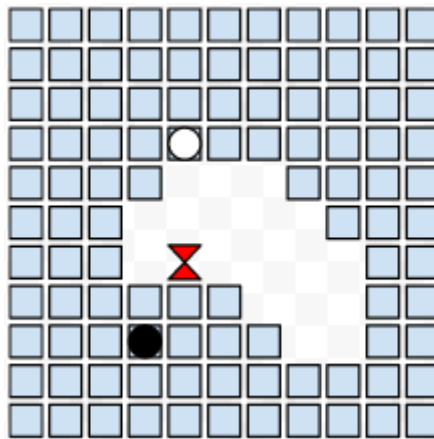
To win, you must have a straight orthogonal line between your hunter and the monster, with no civilians in between, so that your hunter has a clear shot to kill the monster. This can only happen on your turn, before or after you move your hunter but before you move the monster. After you move the monster, it is no longer your turn and you cannot win the game if it is not your turn.



Black to move, but the monster has only one possible move.



White to move...



It is still White's turn, so White wins.

If your opponent's hunter gets eaten, you do not automatically win. You may take unlimited moves, but if you cannot kill the monster then the game is a draw. If the monster is immobilized and neither hunter can reach a place from which to kill it, the game is a draw.