

veletas

A 2-player game by Luis Bolaños Mures

INTRODUCTION

Veletas, a close relative to Amazons, is a drawless territory game for two players: Black and White. It is played on the squares of an initially empty 10x10 square board.

Both players control a number of neutral red pieces and shoot stones of their own colour from them. In order to win, a player must claim a majority of neutral pieces by having them surrounded by larger groups of their own pieces than their opponent's.

This game won (along with Four) the BoardGameGeek [Best Combinatorial 2-Player Game of 2013 Award](#).

MATERIAL

- 7 red discs (shooters)
- 50 white discs (stones)
- 50 black discs (stones)
- Board (10x10)
- Plastic 'L' (corner)
- Carrying case

DEFINITIONS

A *piece* is a (red) shooter, a black stone or a white stone.

A *group* is a set of one or more like-coloured, orthogonally adjacent stones. The *size* of a group is the number of stones in it. Stones on top of shooters are not part of any groups.

A *trapped shooter* is a shooter that cannot make any legal move in the current position.

PLAY

The board starts out empty. Black starts the game by placing three shooters on empty squares of the board, and then White places the remaining four in the same fashion. In both cases, no shooters can be placed orthogonally or diagonally adjacent to any other. This restriction does not apply to the rest of the game.

From then on, the players take turns, starting with Black. On his turn, a player **can** (but is not obliged to) move a shooter to an empty square in a straight orthogonal or diagonal line, without jumping over any other pieces. Then, the player **must** place a stone of his colour on an empty square which is on the same straight orthogonal or diagonal line as the destination square of the moved shooter (or any shooter, if none was moved), with no other pieces in between along that line. This is called *shooting*. Claimed shooters (see below) cannot move or shoot.

At this moment, if there are any *trapped* shooters on the board that have not been claimed before, each one of them is *claimed* by the player who owns the biggest group orthogonally adjacent to it.

If there is no such group or the biggest such groups of each colour are the same size, the shooter is claimed by the opponent. Claiming a shooter is indicated by placing a stone of the corresponding colour on top of it. Claimed shooters remain unchanged for the rest of the game.

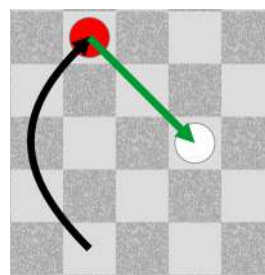
The game ends when a player has claimed the majority of shooters, i.e. at least four of them. That player wins. Draws are not possible.

SMALLER VERSIONS

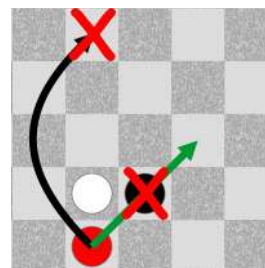
For shorter but still reasonable games, the following variants are suggested (use the plastic corner to reduce the board size accordingly):

- 7x7 board with three shooters. Black places one shooter on his first turn, and White places the other two. Whoever claims two shooters wins.
- 9x9 board with five shooters. Black places two shooters on his first turn, and White places the other three. Whoever claims three shooters wins.

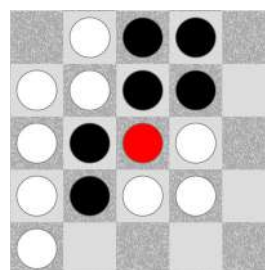
EXAMPLES



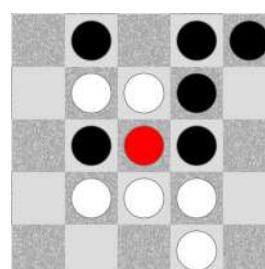
White moves and shoots a stone.



Illegal: movements and shots from shooters cannot jump over other pieces, whether they are white stones, black stones or shooters.



Black claims the trapped shooter, as he owns the biggest group orthogonally adjacent to it. White's group on the left is irrelevant because it is only diagonally adjacent to the shooter.



White has ended her turn trapping the shooter. The sizes of the biggest black and white groups orthogonally adjacent to the trapped shooter are tied, so the shooter is claimed by the opponent (Black in this case).