

Xifeng's posterous

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Alea Evangelion

This is for a game design contest. It uses capture by conversion, and the goal is to have the majority of stones at game's end. The name is a stupid pun on the old Tafl game "Alea Evangelii" and a TV show that was popular when I was in high school. Also, the capture mechanic makes me think of Evangelism.

On a turn, you may do one of two things:

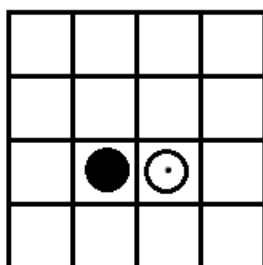
- Place a stone of their color on any square of the board
- Convert all enemy stones adjacent to one of your own stones

Converting is subject to three restrictions:

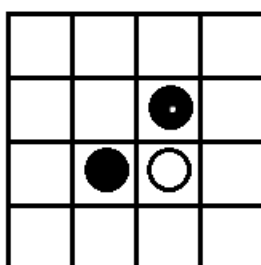
- You may not flip a stone that was flipped on the previous turn.
- You may not flip a stone that was placed on the previous turn.
- You must convert *all* of the enemy stones adjacent to one friendly stone.

One important aspect of these rules might not be obvious without illustration:

(the most recently placed stone is marked)



White places a stone,
threatening black



Black defends: the white stone
cannot flip all adjacent black stones,
so it cannot flip any of them.

When the board is full, each player may make one additional conversion move, if they are able. If not, they may pass. After that, the game is over and the player with the most stones of their own color wins.

The game is playable with a standard Othello set, but the board can be any size. Those with severe draw allergy may wish to use a 9x9 board instead. Should the game prove unbalanced, a komi with a fractional component will serve to both balance and prevent draws.

There is a possibility of endless repetition. If such a state occurs, for god's sake move somewhere else. I mean geez, seriously, you shouldn't need a rule telling you not to do that: it's boring.