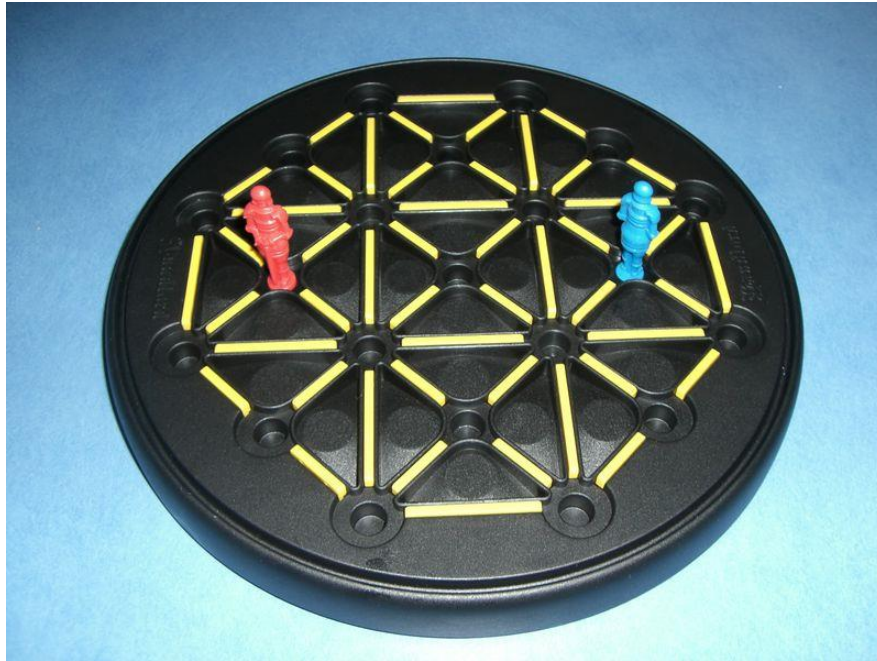


# Landlord

2005, Guido Lap, <https://boardgamegeek.com/boardgame/27758/landlord>

The game is played on the following board:



*initial setup*

Each player has a pawn (the *landlord*) and 28 triangular pieces that will be used to mark the player's land.

Between each pair of the 21 board positions, there is a yellow wall that can be pushed down. Initially, they are all up.

In turn, each player slides his landlord along an adjacent linear path *where all crossed yellow walls must be up* (fig.3). Each yellow path that is up is pushed down. Landlords cannot jump over each other.



If a player pushes down the last yellow wall that encloses a triangle, this piece of land becomes his.

The triangle is then colored in the player's color (fig. 4). From this point on, the piece of land cannot be taken back.

Note: It is possible to enclose several triangles at the same time (fig.5).



The game ends when all triangles on the board have been claimed.

The winner is the player who owns the most pieces of land at the end of the game.



*A final position won by Blue*

Some final comments:

- It is not said what happens if one player can no longer move. Does he pass and the adversary continues moving until no more valid moves are possible?
- Another possibility is that pushed down paths can still be crossed. This would mean that landlords would never be blocked, and both will try to grab as many territories as possible

