Coil

© Nick Bentley, 2009. Email: nickobento@gmail.com

Coil is a game for two players, played with black and white stones, on the board shown in Figure 1.

To understand the game, you should know what a coil is: A coil is any loop of *black* stones that surrounds at least one space. See figure 2 for examples.

Note: A coil is a coil regardless of the what's in the space(s) that it surrounds, whether it be stones of the same color, the opposite color, or empty spaces. For example, the group of stones in figure 3 contains a coil.

Rules of the Game
1. The board begins empty.   The game proceeds in 2 phases.
2. Phase I
   a. The players take turns placing a black stone on any empty space.
   b. On her turn, a player may pass instead of placing a stone.
   c. Phase I ends as soon as one player passes.
   d. The player who passed becomes Black, and the other player becomes White.
3. Phase II
   a. In this phase, Black must play black stones and White must play white stones.
   b. Starting with White, the players take turns placing a stone on any empty space.
4. The game ends either when a coil has formed or the board is full.
5. Black wins if a coil has formed, and White wins otherwise.
6. Note: White *does not win* if a loop of white stones forms. White can only win by preventing a loop of black stones from forming.

In practice, it will become obvious to one player that she is going to lose well before the game is complete, and in that case, she should resign, so as not to delay matters.
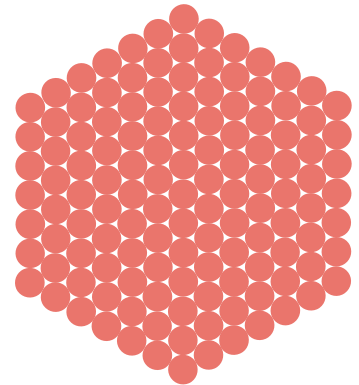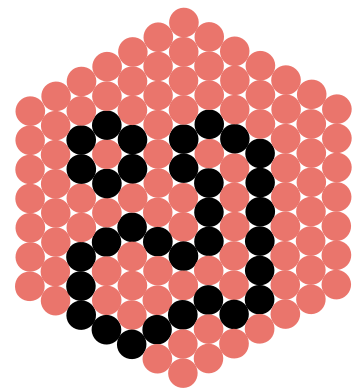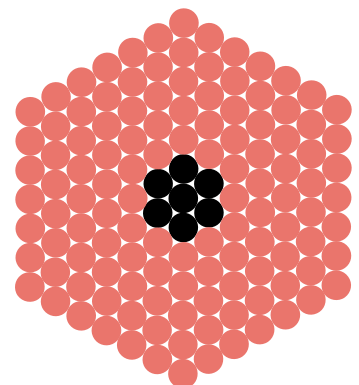

Figure 1: the board

Figure 2: two coils

Figure 3: this is a coil too