

ONE

Rules

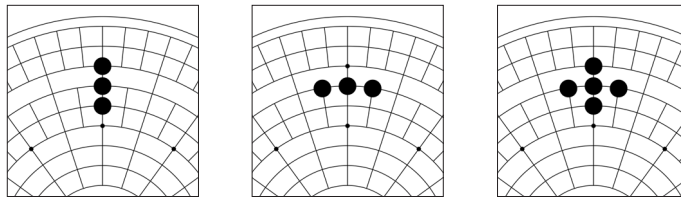
ONE is a game for 2-6 players.

Each player starts with enough stones so that, if combined, everyone's stones would exactly fill the board. For a 2-player game on a 60-space board, each player starts with 30 stones; for a 6-player game on the same board, each player starts with 10 stones. Black plays first. Play moves clockwise.

On boards with hash marks in the outermost ring, hash marks count as spaces.

The goal is to form the largest connected group and capture the most stones.

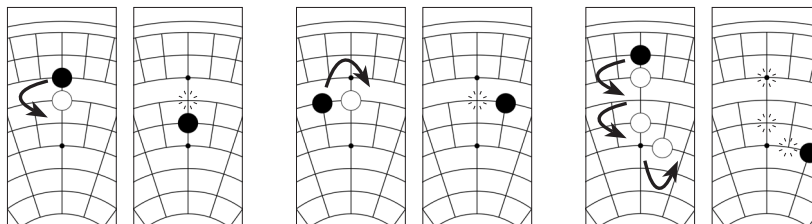
Each turn, you can place one stone anywhere on the board or capture an opponent's stone. Groups are **only** connected if they are directly adjacent. Diagonals do not count. Here are some examples of connected stones:



You can capture stones by jumping them.

Instead of placing a stone when it is your turn, you can choose to capture one of your opponent's. Captured stones count for two points, and are kept by the player that captured them.

You can only capture a stone if one of your stones is adjacent to an opponent's, and if there is a space on the other side. You may not capture diagonally. However, you may capture multiple single stones in a series of jumps. Here are some examples of black stones capturing white stones:



The game ends under the following conditions.

Players should feel free to resign when it is clear they cannot win. When one player runs out of stones, play continues until it reaches the player who placed the first stone, and then ends. Score is calculated as follows:

of stones in **only your ONE largest** connected group + (# of opponents' stones you captured x 2) = score

The player with the highest score wins.

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Strategy

Play the whole board.

Don't commit to one group too early; the board is large and you can build groups anywhere.
Place stones across the board to establish influence for later.

Keep an eye on variations in spaces.

The board is divided into multiple rings. Interior rings have fewer spaces; exterior ones have more. You can connect groups faster on the inside, but form more connections on the outside. Balance your strategy to take advantage of both.

Reinforce your positions.

Build groups carefully. Expand when possible, and block the points that your opponent can use to break your groups apart.

Play forward to block expansion.

Anticipate your opponents' movements, and play ahead of where they are trying to expand. Playing too close results in lost pieces and ineffective blockades.

Entrap your opponents.

Isolate your opponents to the inside or outside rings, or block their groups on both sides to limit their expansion. Take care not to lose track of your own groups.

Play offensively and defensively in the same move.

Some moves can block your opponent and add to your own group at the same time. Recognize these moves and take advantage of them.

Capture decisively.

Captures add two points to your score. With enough captures, you can win even without a large connected group.

Have patience, but provoke action.

Capturing is not always the best move. Don't weaken your position just to capture a stone. But play close to opponents' pieces to provoke captures and create openings in their positions, or strengthen your own.

Play with alternate rules.

A change of rules can make any game of One more interesting. Play without allowing captures, or by counting captured stones against the players that own them. Alternatively, play the game instead by the rules of Go for a new twist on the true classic of abstract strategy games.