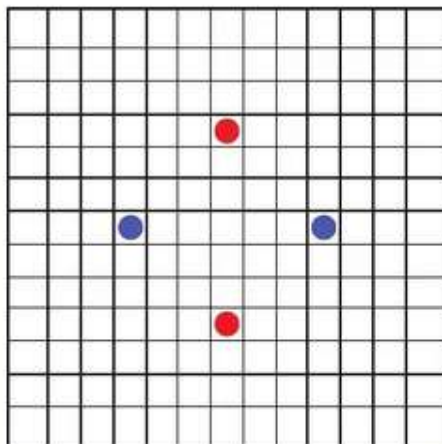
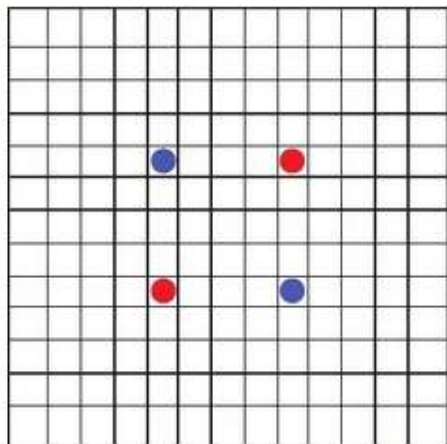


## MOBILITY

A perfect-information, abstract strategy game for two players. The game is played on a square-tessellation board of any size (although 13x13 to 16x16 seems to be the most comfortable range).

There are 2 types of units: Generals and troops. Each player has two generals and infinite troops. One player will take the red generals and the other the blue. Troops are exactly the same for both players and are all black.

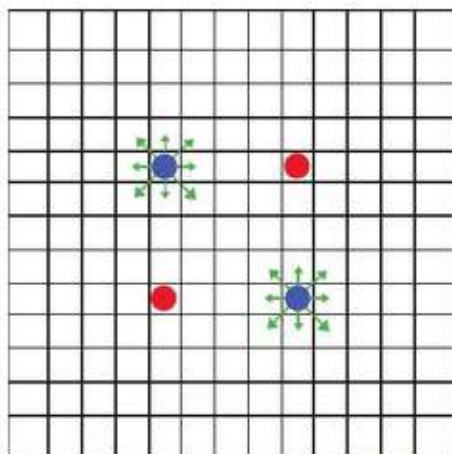
The board begins with nothing on it except for the generals (the troops are added to the board during gameplay). It is best for the generals to be placed in symmetrically opposing positions. It's also best for a general to have roughly the same amount of spaces between it and another general as there are between it and the edge of the board.



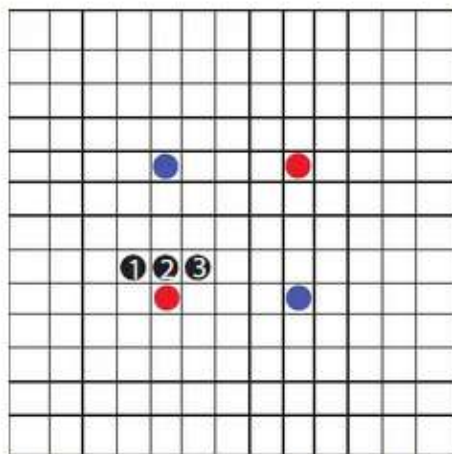
Two popular starting positions.

Each turn consists of three steps. On a given step a player may either move one general one space diagonally or orthogonally onto an empty space (same as a king in chess), or they can place one troop-piece onto an empty space.

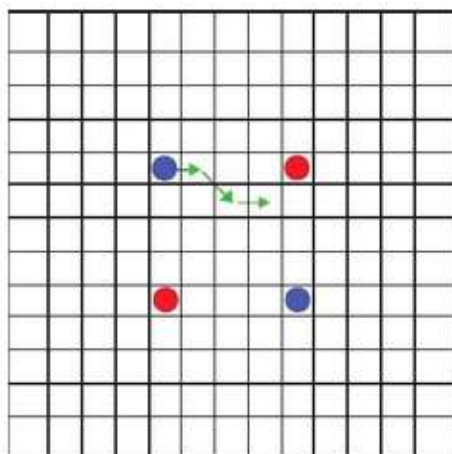
A player may use all three steps of their turn to move their general(s), all three to place troops, or mix them up in any order they please. You may pass steps, but not the whole turn.



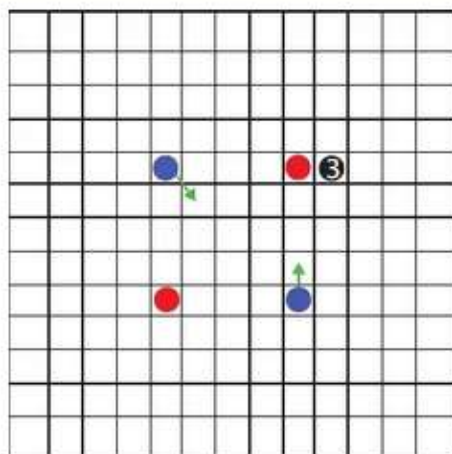
On each step one general may move like a king in chess.



All three steps could be used to place troops...

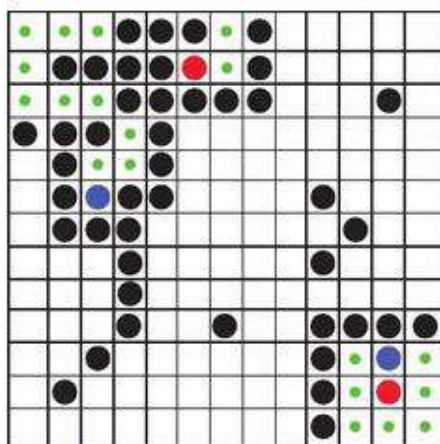


...all three steps could be used to move...



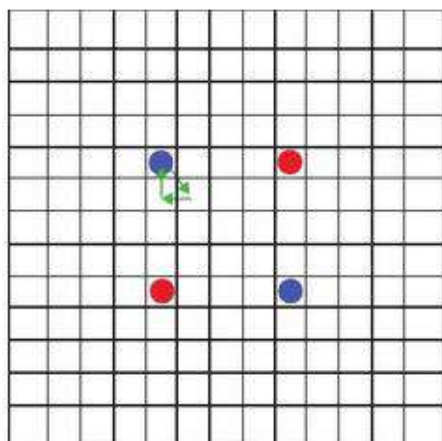
...or you can mix them up any way you please.

If part of the board has become completely closed off so that no general could ever access it then troops are not allowed be placed there.



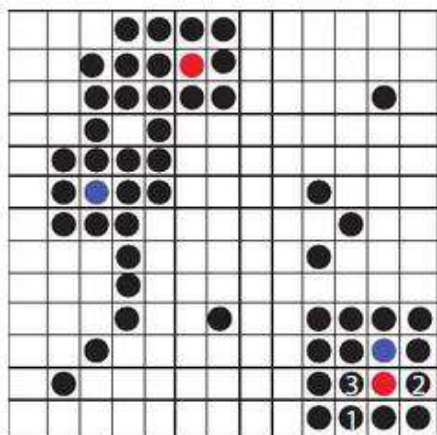
Due to this rule troops could only be placed on the spaces marked with green.

A board position (defined as it's state between turns, not steps) may never be repeated BY THE SAME PLAYER.



A turn can't just be movement steps that bring a general back to the same space.

The last player to be ABLE to move a general wins. If the last mobile generals for both players are trapped on the same step, then the person playing said step is the winner.



Here blue traps himself as well. But they were the last player able to move.

If the player who moves first gets to use all three steps on that first turn they seem to have a substantial advantage. The game is more balanced if the player to move first only gets to use one step on that first turn with the game played normally from then on.  
(other similar balancing-sequences can be fun)