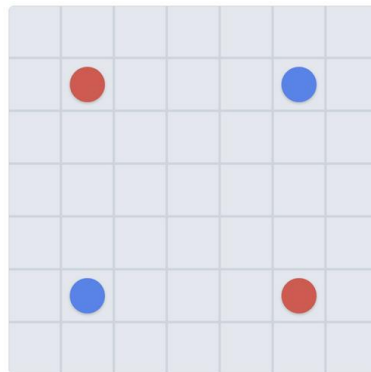


## Wall Go

2025, Satoshi Takahashi, <https://handyman-shiki.com/20250528-2/>

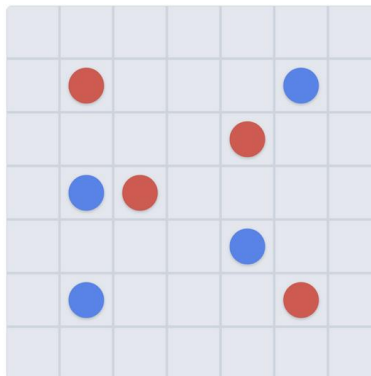
**Intro.** I watched the second season of [the](#) Korean reality show "[Devil's Plan](#)" which is broadcast on Netflix. The board game "Wall Go" that appeared there was interesting, but I couldn't find anything that seemed to be it even when I looked it up. Apparently, it was Devil's Plan's original game, [so I decided to make it](#) using Google's AI, Gemini [[local copy](#)].

Played on a 7x7 board:



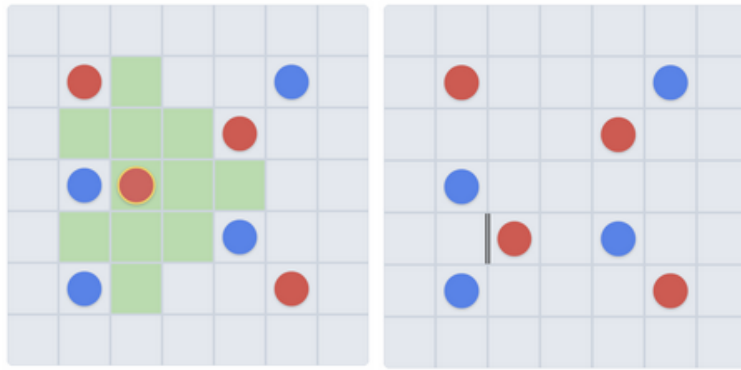
*initial setup*

Initially, the first player drops another stone on an empty position, then the second player drops two, and finally the first player drops one.



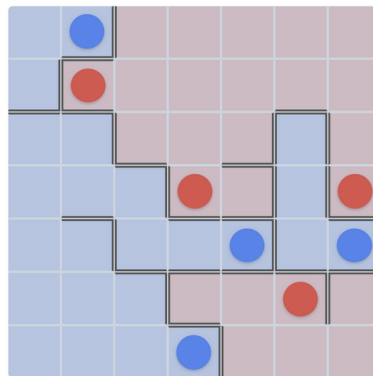
*an example after the four stones are dropped*

- On her turn, the player moves a friendly stone one or two squares orthogonally on empty squares.
  - it is legal to step forward and back and return to the initial square.
  - a stone cannot pass through a wall.
- Then, after moving the stone, the player places a wall on any free edge at the current stone's square.



*complete move example*

- A player controls an area if it is enclosed by walls only having friendly stones.
- When the board is entirely controlled, the game ends, and wins the player with more controlled area.



*Red wins 25-24*