

Irensei

By Unknown, 1987

Irensei is played on a 19x19 Go board, with Go stones, and Go capturing rules, and Go ko rules, but with one significant difference: the goal is not to surround territory, it is to get 7-in-a-row in the center 15x15 area (in other words, stones on the first and second line can't be used as part of a 7-in-a-row). A winning 7-in-a-row can be either orthogonal or diagonal, but it must be a straight unbroken line of friendly stones

To lessen the turn order advantage, Black and White have subtly different winning conditions:

1. Black must get *exactly* 7 stones in a row in order to win
 - If Black makes 8-in-a-row or more anywhere on the board (even on the first and second lines), this is called overlining and Black loses the game immediately
2. White must get *at least* 7 stones in a row in order to win
 - Even if White makes 8-in-a-row or more, it is *not* an overline and White *does not* lose the game. In fact, if at least 7 of the stones are in the central 15x15, White wins immediately

Suicide is forbidden, with the exception that a suicidal move which makes a winning 7-in-a-row is allowed, and wins the game

To all but perfectly balance the game as well as increase opening variety, [Swap-2](#) and [Swap-5](#) are available as Pie Rules

[rules [written](#) by Samraku]