Gliss by Corey L. Clark

Introduction: Gliss is an intricate game of strategy for two players, Red and Blue. In Gliss, players place down bases, deploy fleets of flying shapes and claim enemy stones to establish new bases and control towers. Unlike similar games in this family, such as 1972's Realm, the game uses the simplest of generic equipment, allowing it to be played easily by anyone. This is because Gliss uses an eccentric system of moving and stationary glyphs to generate all the action in the game. A game of Gliss cannot end in a draw. Corey L. Clark designed Gliss in August 2024.

Equipment: Any board of any size between 12x12 and 19x19 and an unlimited supply of stones in two colors.

Note: The game is played on the vertices of the board, as with Go, stones are only said to be adjacent if they are connected by the vertices of the board.

Definitions: In *Gliss* only three shapes are allowed on the board, these are:

Base: A *Base* is a 2x2 block of stones in one player's color

Glider: A *Glider* is a bent shape consisting of 3 stones in a player's color. A *Glider* has a *Core* and *Arms*. A *Glider* can move in the two directions in which the arms project from the corner stone which is the core.

Control Tower: a *Control Tower* is a single stone in one player's color, obviously with no friendly stones adjacent
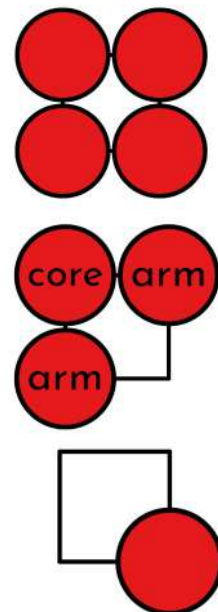

Fig 1: A Red Base, Glider, and Control Tower

Gameplay: On your turn you have two options: 1) build a **Base**. 2) Alternatively you may deploy a **Glider** from a base, move a *Glider* or **Dock** a *Glider*, or potentially all 3 of these in combination depending on the move.

Building: you may place a *Base* next to nothing or enemy stones; if placed next to friendly stones this would create an illegal shape.

Fig 2: examples of legal and illegal base placements for Red

Deployment: Any base may deploy 1 of 4 *Gliders* embedded in it (one for each set of directions possible). Simply take the stones comprising the *Glider* and move them to a destination according to the conventions in the "Movement" section next.

Movement: A *Glider* may move in a series of orthogonal steps according to one or both of the directions indicated by its *arms*. A *Glider* may move one space on its own but must continue moving as long as it would create an illegal shape with the friendly pieces nearby by landing, or it would otherwise land on top of them, the *Glider* however must terminate its movement as soon as it could land, either by itself or as part of a *Base*, at that point either landing, or else reverting the movement in the case that any enemy control tower is in the way of the landing zone (see figure 4)

Fig 3: following the C*ore*, Red's *Glider* at a5 can move to b5, b4, b3, b2, c2 crossing over the blue stone as there are friendly stones to help it along and *Dock* with the Blue *Control Tower* at e1, converting it to Red

Docking: Docking is moving a *Glider* so it forms a Base with either a friendly or enemy *Control Tower*. If you dock a *Glider* with an enemy *Control Tower* the enemy tower can be converted to your color immediately, unless, of course, this would create an illegal shape.

Capturing: the only shapes that can be captured by replacement (as opposed to converted) are enemy *Gliders*. If you land on an enemy *Glider* or *Base* then you remove the entirety of the *Glider* you landed upon. When capturing from a *Base,* you are said to land on the enemy *Glider's Core* and you capture the *Core* with its respective *Arms. If possible, the **Core** of the Glider being moved must overlap with the **Core** of the captured Glider.*

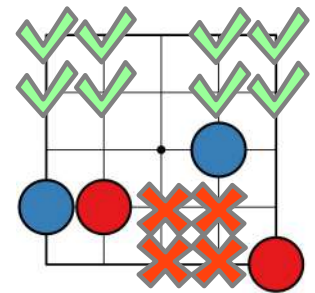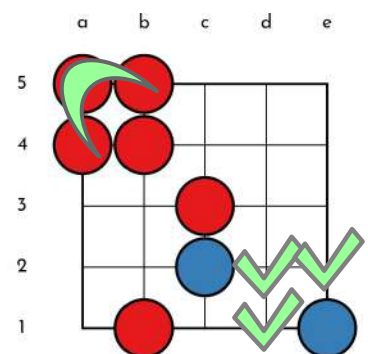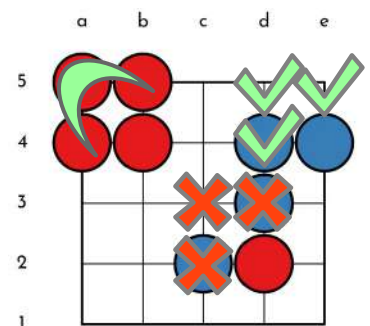Fig 4: Following the *Core*, the Red *Glider* may stop at d5, capturing the Blue *Glider* but it may not even move beyond c3 since it makes a legal shape with the Red *Control Tower* at d2, a *Base,* but the Blue *Control Tower* at c2 prevents landing; it has no friends to keep it moving

Moving off the edge: If a *Glider* cannot land safely before it reaches the board edge, then it is compelled to move off the board, destroying it.

Game End: You win a game of Gliss either by wiping all your opponent's bases off the board (without eliminating all your own bases in the process in which case you lose) or if you start your turn with 12 of your own control towers on the board.
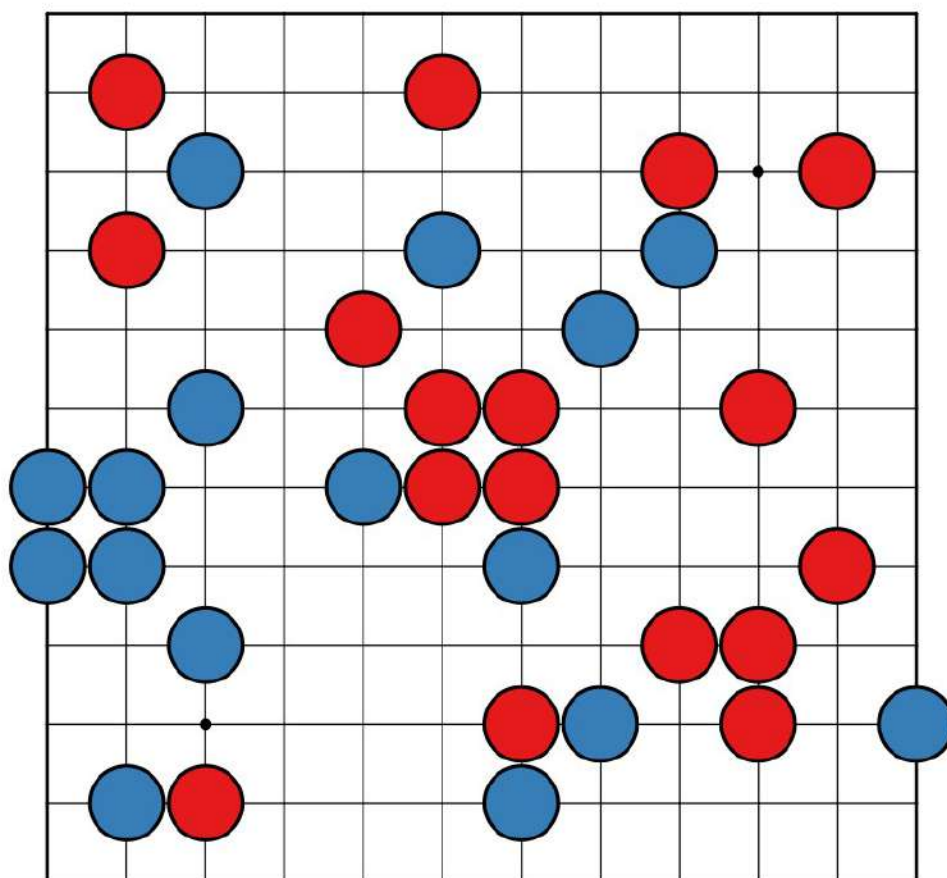
A Finished Game of Gliss
Won by Blue