

# TAKE

by Mark Steere

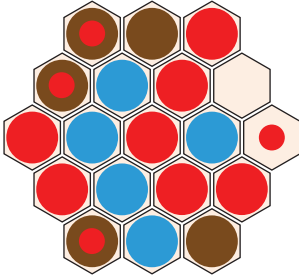


Figure 1

**INTRODUCTION** Take (Japanese for Bamboo) is a game for two players, Red and Blue. Mark Steere designed Take in February 2024.

**SETUP** Hexagonal board of any size initially filled with "clods" - neutral, brown stones.

**PLAY** Players take turns placing a stone of their own color. To place a seed (a stone not adjacent to any friendly stones), you must remove a clod and replace it with the seed. Other than a seed, you can place a stone on any unoccupied or clod-occupied cell (after removing the clod) to form exactly one adjacency with a friendly stone.

In **Figure 1**, the red dots show the placements available to Red.

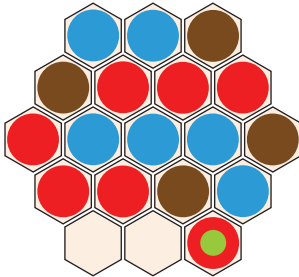


Figure 2a

**BOUNDED GROUP** Monocolored group which cannot be expanded with the placement of an adjacent, like-colored stone.

**GROUP REMOVAL** If your placement bounds any groups, including the group expanded by your placement, immediately remove all groups so bounded, concluding your turn.

In **Figure 2a**, the green dot shows Red's last placement. Red has bounded two red groups (including his placed stone) and a blue group. The three bounded groups have been removed in **Figure 2b**.

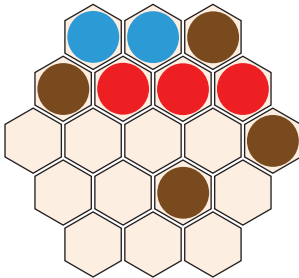


Figure 2b

**OBJECT OF THE GAME** To win, you must remove all enemy stones from the board. If your placement eliminates all red and blue stones, you win. If your placement eliminates all friendly stones while enemy stones remain on the board, you lose.

**TAKE - HIGH CHURN VARIANT** Each cell of the board is initially covered by a brown tile instead of a brown stone. To place a seed, remove an unoccupied tile and replace it with the seed. Other than seeds, stones can be placed subject to the adjacency rules described above, but by placing on a cell with no tile and no stone or by placing on top of an unoccupied tile.

The object of the game and group removal rules are the same in both versions.

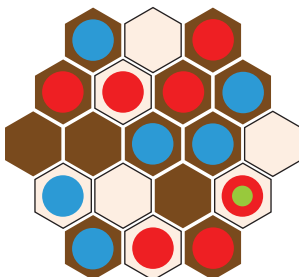


Figure 3a

In **Figure 3a**, tiles were removed where seeds were placed. The green dot shows Red's last placement. Red has bounded a blue group, which has been removed in **Figure 3b**.

**DESIGN NOTES** Take is a long sought (by me) free-form Tanbo. That is, new seeds can be added. Michael Amundsen made a material contribution to the design of Take.

**AUTHOR'S NOTE** Feel free to publish this rule sheet, and to program the game of Take for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at [marksteeregames.com](http://marksteeregames.com).

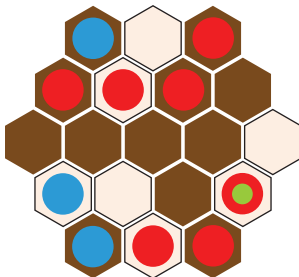


Figure 3b