

# Plurality

2026, João Pedro Neto, <https://boardgamegeek.com/boardgame/462846/plurality>

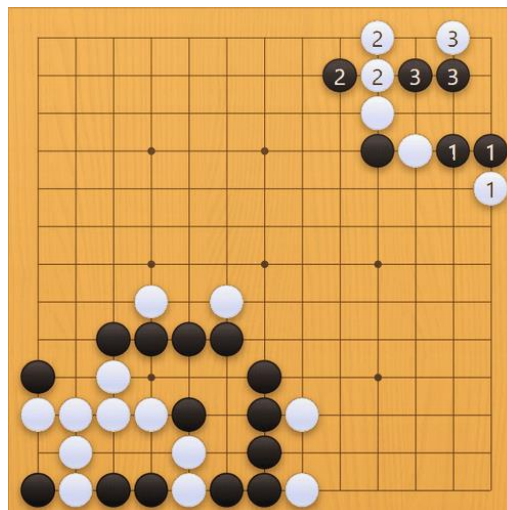
Plurality is a finite territorial game. The game is played on a 13x13 or 19x19 board, like Go. The concept of territory exists disconnected from concepts like groups or liberty. Territories' ownership depends on the most represented color in their perimeters.

## Definitions

- A **territory** is an orthogonally connected area of empty intersections enclosed by stones of either color and, optionally, by board edges.
- A territory **score** is given by the number of its intersections.
- A territory is **owned** by the player which has more stones orthogonally adjacent to it, or it is neutral if there's no majority.

## Rules

- Black starts and White initially gets half-point.
- On his turn, the player either:
  - passes
  - drops three stones forming an (orthogonal connected) tromino, where one of those stones must be an opponent stone
- It is illegal to create 2x2 squares of stones of any color configuration
- When both players pass, the game ends
  - Each player sums up the scores of their own territories. The player with highest score wins.



In the bottom-left corner there are several stable territories: two white ones scoring respectively one and two points; and a black territory scoring five points. In the top-right corner we see Black attacking the previous white tromino with [1], then White replies [2], and Black finishes that battle with [3], earning a territory of five points.

White [2] was a poor move. A better one is described in the next diagram, which secures the territory:



Notice that if White had played the black stone [2] to the left, then Black could have still invaded that territory, reducing White's score (and earning one point):

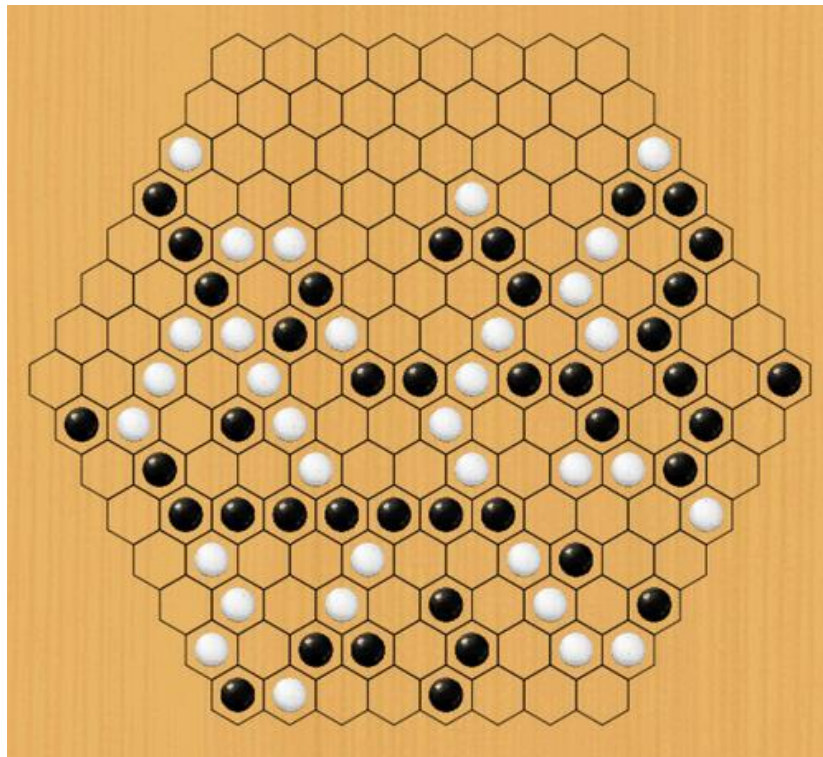


### Balancing

- For 13x13 give 5 points for White, and for 19x19 give 6 points for White.

## Notes

- Each move occupies four or more spaces: three by the tromino itself, and at least one empty space given the rules. So, a match on a Go board takes no more than 90 plies.
- A variant (and an early version of the game) is to define, where there's a tie, the territory is Black's if its score is even, or White's otherwise
- It is possible to play the game on a hexhex board, where 4-piece diamonds are illegal. Here's a sample game near its end:



- There are other games that also use perimeter majorities to define territory ownership: [Thicket](#), [Chevrons](#), [Twigs](#), [Bounders](#), and [Quinten](#).
- Wish to thank Michael Amundsen and Luis Bolaños Mures for feedback (some previous [discussion here](#)) and Craig Duncan and Carlos Santos for playtesting.