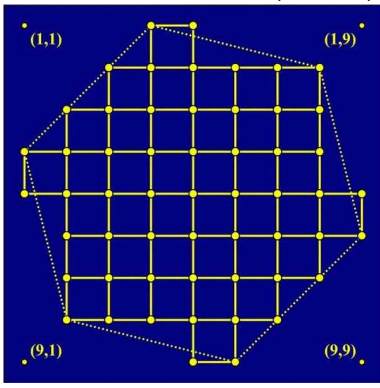# 星域 Stars' Zone MY Tian(2023)

星域是一款实验性质的二人棋类游戏。

一 棋具

使用如右图所示的棋盘。使用红色、蓝色棋子各 16 枚，白色棋子至多 15 枚。

棋子落在棋盘交叉点上，坐标为 2 个 1~9 的整数，先行后列。

二 初始设置

双方分别取全部红色、蓝色棋子，称为己方棋子（或对方棋子）；然后每方取 4~7 枚白色棋子，称为中立棋子。

使用**基础规则**（见下）时建议每方取 5 枚中立棋子，使用**进阶规则**时建议取 4 枚。棋手水平较高或使用辅助软件时，应适当增加数量。

最后，将 1 枚中立棋子放置到坐标 (5,5) 处。

三 对局

红先蓝后，双方轮流行动。每回合，放置 1 枚己方棋子至棋盘空位，随后可以再放置 1 枚己方中立棋子至棋盘空位。

己方棋子用尽后（即第 16 回合结束后），游戏结束，进行计分。

四 计分与胜负

计分方式如下：对于每方的 16 枚己方棋子，观察其上、下、左、右四个方向上是否有其它己方棋子。对方棋子不会阻挡观察视线，且

基础规则：中立棋子**不会**阻挡观察视线。

进阶规则：中立棋子**会**阻挡观察视线。

共有 16 种可能情况（例如"上有、右有、下无、左无"为一种情况，"上无、右有、下有、左无"为另一种），每种出现的情况计 1 分。

分数高的一方获胜。或分数相同，则剩余中立棋子多的一方获胜。

五 致谢

本作可视为 **Drop Zone** (Christian Freeling) 的 **Starmaps** (Martin Medema) 版本，它们是本作存在创造必要条件，在此**致谢**。同时感谢**夏日**参与游戏测试并提供建议。

附 参考配色

|		
	棋盘背景#00007f	棋盘网格#ffff00
红方棋子#ff3838	蓝方棋子#00bfff	中立棋子#f2f2f2

Stars' Zone 星域 MY Tian(2023)

An experimental 2-player abstract game.

・A **board** as shown in the right is used.

・Use 16 red **stones**, 16 blue stones and up to 15 white stones.

・Stones are placed on **intersections**, which are represented by 2 integers from 1 to 9. The first indicates row, and the second column.

・**Sente** takes all the red stones and **gote** blue, that are called <u>own-stones</u> and <u>enemy-stones</u>.

・Then both players take 4~7 white stones, that are called **neutral-stones**.

・Take 5 <u>neutral-stones</u> when using <u>Basic Rule</u>(See below), and 4 when using <u>Advanced Rule</u>. Increase the **amount** as the players becoming stronger.

・Place a <u>neutral-stone</u> at (5,5), then game **starts**.

・**Play** alternatively. Each turn, drop an <u>own-stone</u> to an empty intersection on the board, which is mandatory. Then an own <u>neutral-stone</u>, which is optional.

・Game **ends** when own-stones is exhausted —— that's after Turn 16.

・For each player's every <u>own-stone</u>: **Observe** whether there are other <u>own-stones</u> on its <u>above</u>, <u>below</u>, <u>left</u> or <u>right</u> (on the orthogonal beam).

・<u>Enemy-stones</u> do not **block** observation.

・<u>Neutral-stones</u> don't block observation as well in **Basic Rule**, but **do** if using **Advanced Rule**. *(That's the only difference besides the amount of <u>neutral-stones</u>.)*

・There are 16 situations in total. *(For example, "Above:√ Below:X Right:√ Left:X" and "Above:X Below:√ Right:√ Left:X" are 2 different situations.)* The player gets 1 **point** for each unique situation that occurs.

・The player who get more points **wins** the game. If there's a tie, then who use less <u>neutral-stones</u> wins.

・This game is **inspired** by Christian Freeling's game ***Drop Zone*** and Martin Medema's puzzle ***Starmaps***.
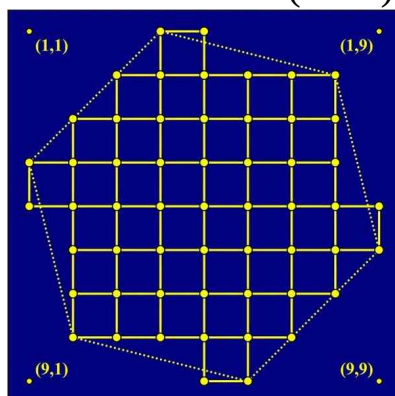
・**Palette** recommendation: Grids #ffff00   Background #00007f
Red stones #ff3838   Blue stones #00bfff   White stones #f2f2f2

示例对局 Example Game
Date: 2023-07-17
Result: MY Tian 16(win) – 14 Aza Reyyaiya