

Stars' Zone 星域

MY Tian(2023)

An experimental 2-player abstract game for 4-direction Starmaps.

I Materials

Use a board as the picture in the right. Stones are placed on the intersections (that's the round dots in the picture, 54 in total).

Sente has 16 red stones, and gote blue. They're called own-stones. In addition, both player has 5 white neutral-stones. That's 42 stones in total.

II Gameplay

The game starts with an empty board.

Two players play alternately. Each turn, drop an own-stone to an empty intersection on the board, then an own neutral-stone if the you wish. (The own-stone drop is mandatory, and no more than 1 neutral-stone per turn.)

The game ends when gote's own-stone exhausts, that is, after turn 16.

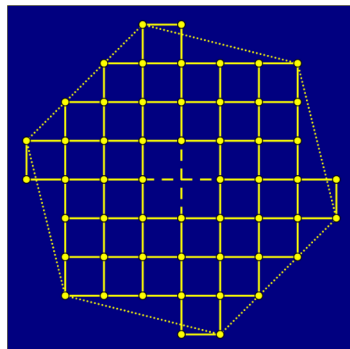
III Winning

For each player, only consider their own-stones. And for each own-stone, consider whether there is another own-stone on the beam, that starts from it and goes into the 4 directions: up, down, left and right. There are $2^4=16$ possible "situations" in total, and a player score **X** points if **X** of them appear.

The player with more points wins. If there is a tie, the player who has used less neutral-stones wins. If there's still a tie, than the game ends in a draw.

IV Variants

The amount of neutral-stones is changeable. Recommend 4~6 per player.



Acknowledgment

Inspired by: **Starmaps** (Martin Medema) **Drop Zone** (Christian Freeling)

Resources

Color Palette

Red Stones #ff3838

Background #00007f

Blue Stones #00bfff

Grids #ffff00

Neutral Stones #f2f2f2