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 <u>own-stones</u>. In addition, both player has 5~8 white <u>neutral-stones</u>. (5 for new players, more if players are stronger or using programs/AIs for help.)

II Gameplay

The game starts with an empty board.

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

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

III Winning

For each player, only consider their <u>own-stones</u>. And for each <u>own-stone</u>, consider whether there is another <u>own-stone</u> 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 <u>neutral-stones</u> wins. If there's still a tie, than the game ends in a draw.

IV Variants

1.The central intersection (coordinate: (5,5)) will block the "beams" (as if that intersection is out of the board) when calculating scores;

2.In addition, <u>neutral-stones</u> will block the "beams" as well. (Recommend to use less <u>neutral-stones</u> (4 or 5) in this variant.)
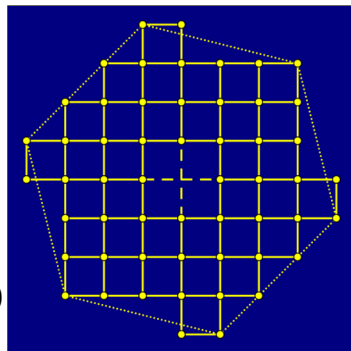
Acknowledgment

Resources

Color Palette   Background #00007f   Grids #ffff00
Red Stones #ff3838   Blue Stones #00bfff   Neutral Stones #f2f2f2