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Board / Card Games

Magneton

An entry in the 2001 8x8 Game Design Competition.

Designed by Cerrato Luca
For 2 players

Players: 2, black and white.

Board: 8x8 Chess board.

Stones: 12 black and 12 white.

Object: Be the first to create a line of 4 stones in a row.

Initial Board: The board initially is empty.

Where to Put the Stones: The stones, during the game, are put on the empty squares.

Who Starts: The white player start the game by dropping a piece of his colour wherever he desires on the board.

Second Move: In the second move, the black player drops a piece of his colour wherever he desires on the board.

Magnetic Effect: After the second move every stone must causes the "magnetic effect."

The "magnetic effect" involves the drop stone and the stones that are in line with the drop stone, with the line started by the drop stone in the eight possible directions (2 horizontal, 2 vertical and 4 diagonal).

Only the first stones that these lines (magnetic lines) meet are involved in the "magnetic effect."

Example:

8
7	.	.	x
6
5	.	.	o
4	o	.	.	.	x
3	.	.	X
2
1	o	.	.	.	x
	A	B	C	D	E	F	G	H	

The drop stone is in C3, the stones involved in the magnetic effect are A1, E1, C5. The stones in A4, E4 are not in line with C3. The stone in

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C7 is not involved in the magnetic effect because it is not the first stone in the magnetic line (the first is C5).

Causes of Magnetic Effect: The magnetic effect causes the following actions:

- 1) Any stones of the same colour of the drop stone are sent away in magnetic line direction. This movement finishes when the stone meets another stone or the edge of the board.
- 2) Any stones of the opposite colour of the drop stone are attracted in magnetic line direction. This movement finishes when the opponent's stone meets the drop stone.

Example:

```

8 . . . . . . . .
7 . . . x . . o .
6 . o . . . x . .
5 . . . o . . . .
4 . . . O . . . .
3 . . . . . . x .
2 . . o . . . x . .
1 . . . . . . x .
  A B C D E F G H

```

The drop stone is in D4, after the magnetic effect the situation is:

```

8 . . . . . . . .
7 O . . x . . o .
6 . . . O . . . .
5 . . . . X . . .
4 . . . O . . . .
3 . . . . X . x .
2 . . o . . . . .
1 . . . . . . x .
  A B C D E F G H

```

No More Stones to Drop: When there are no more stones to drop on the board, the players move the stones on the board.

- 1) Stones are moved with respect to the "magnetic effect." (See example below.)
- 2) After the move there is an magnetic effect.

Example:

```

8 . . . . . . . .
7 o . x x . . o .
6 . . . o . . . .
5 . . . . . . . .
4 . x . O . . . .
3 . . . . x . x .
2 . . o . . . . .
1 . . . . . . x .
  A B C D E F G H

```

The stone in D4 can move in D1, C4, A1. The effect of these moves are:

```

8 O . . . . . O Move in A1
7 . . x x . . . .
6 . . . O . . . .
5 . . . . . . . .

```

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```

4 . x . . . . .
3 . . . . X . x .
2 . . o . . . . .
1 O X . . . . .
  A B C D E F G H

```

```

8 . . . . . . . . Move in C4
7 o . . x . . o .
6 . . . o . . . .
5 . . X . . . . .
4 . x O . . . . .
3 . . . . x . x .
2 . . . . . . . .
1 . . O . . . x .
  A B C D E F G H

```

```

8 . . . . . . . . Move in D1
7 o . x x . . o .
6 . . . o . . . .
5 . . . . . . . .
4 O x . . . . . .
3 . . . . x . x .
2 . . . . . . . .
1 . . . O X . . .
  A B C D E F G H

```

Legal Victory: The line of 4 stones is valid for the victory if the fourth stone of the line is pushed by magnetic effect and not drop or move by the player.

Example:

```

8 . . . . . . . .
7 . . . . . . . .
6 . . . o . . . .
5 . . . o . . . .
4 . . . O . . . .
3 . . o . x . . .
2 . . . . . . . .
1 . . . . . . . .
  A B C D E F G H

```

If I drop O stone in B3 the victory is valid, the victory is not legal if I drop O stone in D3 or move C3-D3.

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