

FLUME

by Mark Steere

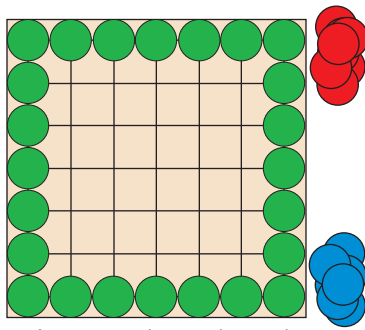


Fig. 1 - Flume board.

INTRODUCTION Flume is two player game. The odd sized, square board starts out empty as shown in Figure 1. The green circles are treated as green stones on the board. The two players, Red and Blue, take turns adding stones of their own color to the board, starting with Red. Sometimes a player will add more than one stone on a turn. There will always be a move available. Passing is not allowed.

Draws cannot occur in Flume. Mark Steere designed Flume in January, 2010.

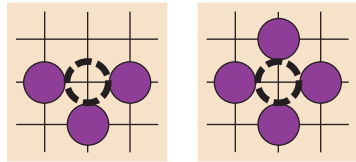


Figure 2 - The dashed circles are stone placements that form 3 and 4 connections with adjacent stones, respectively. After such a move, move again.

STONE PLACEMENT You can place a stone on any unoccupied point.

MULTIPLE STONE PLACEMENT When you form 3 or 4 connections (orthogonal adjacencies) with stones of any color, you must add another stone immediately, while it's still your turn. And so on. In **Figure 2**, the dashed circles represent stone placements that would create 3 and 4 connections respectively. Your turn concludes when you add a stone which forms 2 or less connections with neighboring stones.

Color doesn't matter when placing stones. Red stones, blue stones and the green "stones" surrounding the board are all treated the same. Flume uses the pie rule.

ANTI-MIRRORING RULE To prevent Player 1 (Red) from mirroring Player 2, on their first turn Player 1 is not allowed to place a stone on the center point.

OBJECT OF THE GAME When the board fills up, whoever has the most stones on the board wins.

MULTIPLE PLACEMENT EXAMPLE 1 Figure 3 shows a complete turn for Red with multiple stone placements. In Figure 3b Red forms a 3-way connection. In Figure 3c Red forms a 4-way connection. In Figure 3d Red forms one connection with a green "stone".

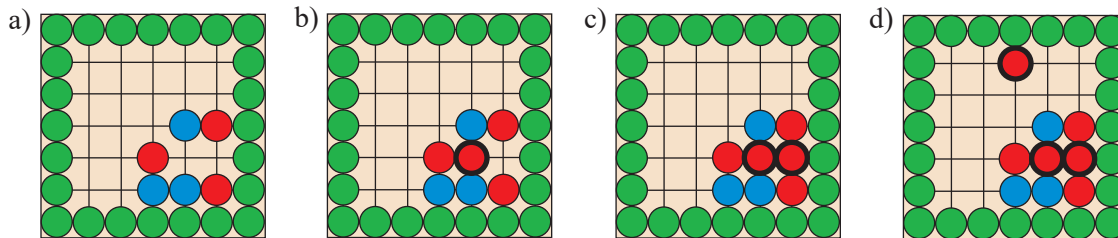


Figure 3 - Multiple move turn for Red.

MULTIPLE PLACEMENT EXAMPLE 2 Figure 4 shows a complete turn for Red with multiple placements. Red could have claimed 6 points instead of 4, but this is a winning strategy for Red.

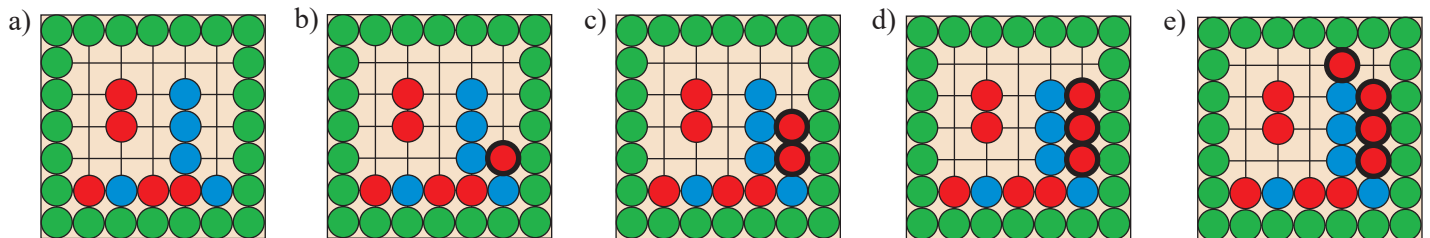


Figure 4 - Multiple move turn for Red.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Flume for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.