BLACKSTONE
by Mark Steere
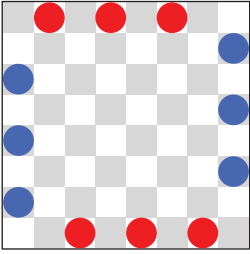

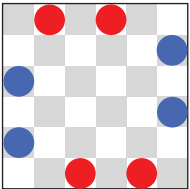**Figure 1a**

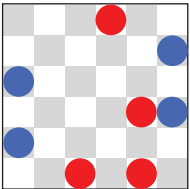

Figure 1b
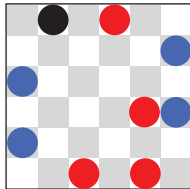
Figure 2a **Figure 2b**
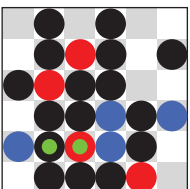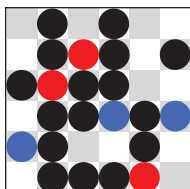
Figure 3a **Figure 3b**
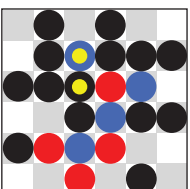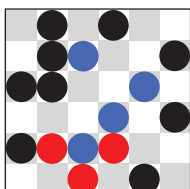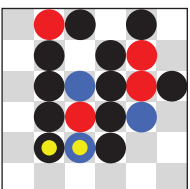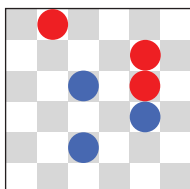

Figure 4a **Figure 4b**

Figure 5a **Figure 5b**

INTRODUCTION Blackstone is a two-player game played on a square board of any even size, of side length 6 or longer. The perimeter cells are initially populated with red and blue stones in the patterns shown in **Figures 1a and 1b**. Mark Steere designed Blackstone in March 2024.

Alek Erickson made a material contribution to the design of Blackstone.

PLAY The two players, Red and Blue, take turns making a non-capturing Chess queen move with a stone of their own color, starting with Red. [That is, move your stone any number of squares along a straight, unobstructed path, horizontally, vertically, or diagonally.] Immediately after moving, place a neutral, black stone on the square you moved from. **Figures 2a and 2b** together comprise a single turn by Red - the move of a red stone and the placement of a black stone.

STONE REMOVAL After you move your stone and place a black stone, if any red or blue stones are surrounded by adjacent stones of any of the three colors, and are completely blocked from moving, remove all of the red and blue stones so blocked, concluding your turn. In **Figure 3a**, the green dots mark Red's moved stone and the placed black stone. Red has blocked a red stone and a blue stone, and has removed them in **Figure 3b**, concluding his turn.

OBJECT OF THE GAME Blackstone is a game of annihilation. If your move kills all remaining stones of only one color (red or blue), that color player loses. If your move kills all remaining red and blue stones, you win.

BLACKSTONE - MEDIUM CHURN VARIANT If your move completely blocks any red or blue stones (as described in STONE REMOVAL above), remove those stones and all of the black stones that contributed to the kills from the board, concluding your turn. In **Figure 4a**, the yellow dots mark Blue's moved stone and the placed black stone. Blue has blocked a red stone, and has removed it and all of the black stones that contributed to the kill in **Figure 4b**, concluding his turn.

BLACKSTONE - HIGH CHURN VARIANT If your move completely blocks any red or blue stones, remove those stones and ALL of the black stones from the board, concluding your turn. In **Figure 5a**, the yellow dots mark Blue's moved stone and the placed black stone. Blue has blocked a red stone, and has removed it and all of the black stones in **Figure 5b**, concluding his turn.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Blackstone. No licensing fee or 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.