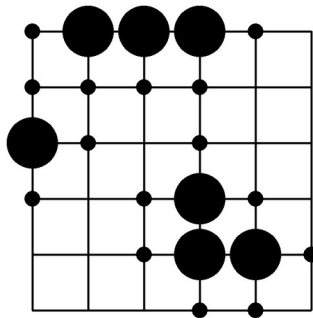
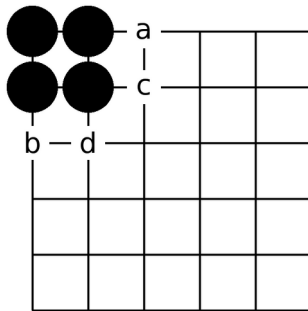


I Liberty

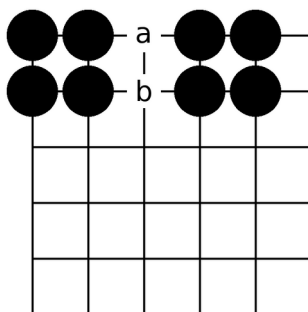
Mark Steere, September 2026



Three groups with five, three and seven liberties. Liberties are marked with dots.



The corner block has four stones and four liberties. A fifth stone at a or b would leave five stones with four liberties, so those placements are illegal. A fifth stone at c or d leaves five stones with five liberties and is legal.



Each block is legal on its own. A stone at a would join them into one group of nine stones with seven liberties. A stone at b would make nine stones with eight liberties. Both placements are illegal.

I Liberty is a two player game played on the points of an initially empty square grid. Both players place black stones, alternating turns, one stone per turn.

GROUPS AND LIBERTIES

A group is a stone together with all stones connected to it through chains of orthogonally adjacent stones. A single stone is a group. A liberty of a group is an empty point orthogonally adjacent to at least one stone of the group.

PLACEMENT

After your placement, every group must have at least as many liberties as stones.

OBJECT

The last player able to place a stone wins.

The pie rule is used. After the first placement, the second player may choose to switch sides.

DESIGN NOTES

I Liberty was designed by Claude Fable 5.1, an AI model made by Anthropic, in September 2026. Mark Steere asked it for a simple impartial placement game with a unique feature and no obvious turn order advantage, chose this design from the candidates it offered, and named it.