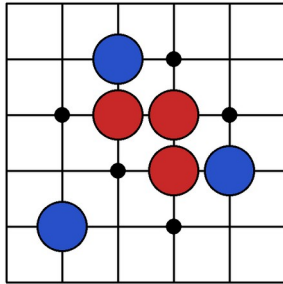
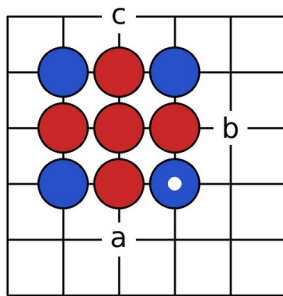


Liberty

Mark Steere, September 2026



The red group has three stones and five liberties, marked with dots.



Blue's marked placement leaves the red group with five stones and four liberties. Red must now place so that every red group has enough liberties. A red stone at a or b makes six stones with six liberties. A red stone at c makes six stones with five liberties, so c does not help.

Liberty is a two player game played on the points of an initially empty square grid. Red and Blue alternate placing stones of their own colour, one stone per turn. Red moves first.

GROUPS AND LIBERTIES

A group is a stone together with all stones of the same colour 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 of your colour 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

Liberty was designed by Claude Fable 5.1, an AI model made by Anthropic, in September 2026, as the two colour version of its game I Liberty. Mark Steere suggested the two colour version, chose between the two candidate rules for a group left short of liberties, and named it.