

# Lines of Fixation

Designed by Kanare Kato

2 players / 30 minutes / 10 years and older

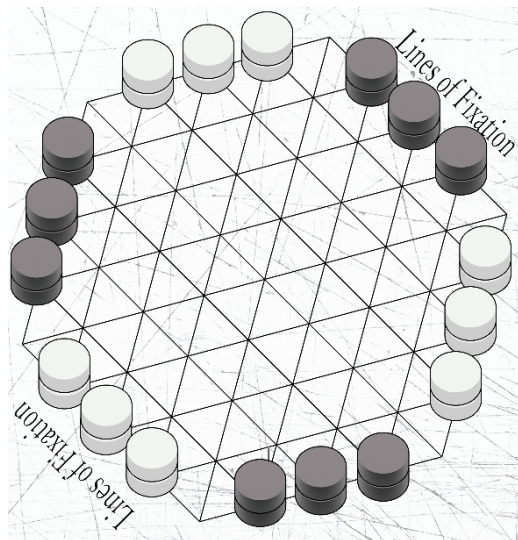
**Lines of Fixation** is a game inspired by Claude Soucy's Lines of Action (LoA), which, like LoA, is basically about putting your pieces into a single group, but unlike LoA, it utilizes a stacking mechanism, and it has its own movement mechanism using stacks.

## COMPONENTS

- A regular hexagonal board with 61 intersections
- 36 stackable pieces in 2 colors (18 for each)

## SETUP

Place 2 height stacks of pieces, three on each side of the board, as shown below. Decide in an appropriate manner which player will use which color.



(Fig.1) Initial setup

## STACKS

For convenience, single disks are also considered as 1-height stacks by definition. If a stack is consisted of one-color disks, it is **mono-color stack**. If consisted of two-color disks, it is **bi-color stack**.

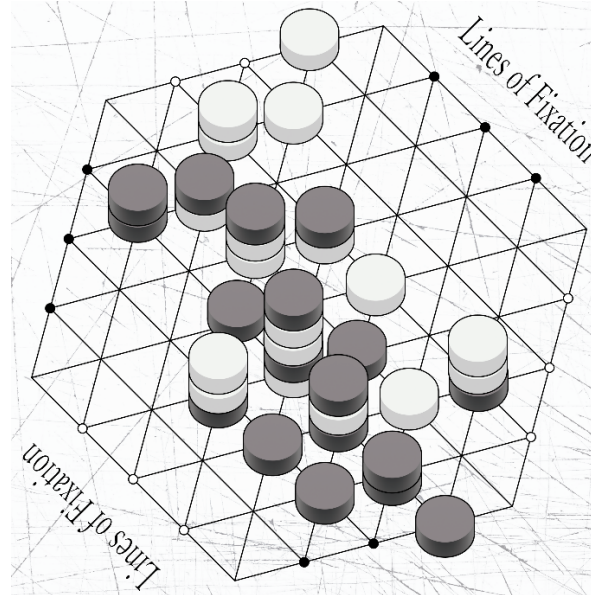
Each stack is owned and controlled by the player of topmost disks color.

## VICTORY CONDITIONS

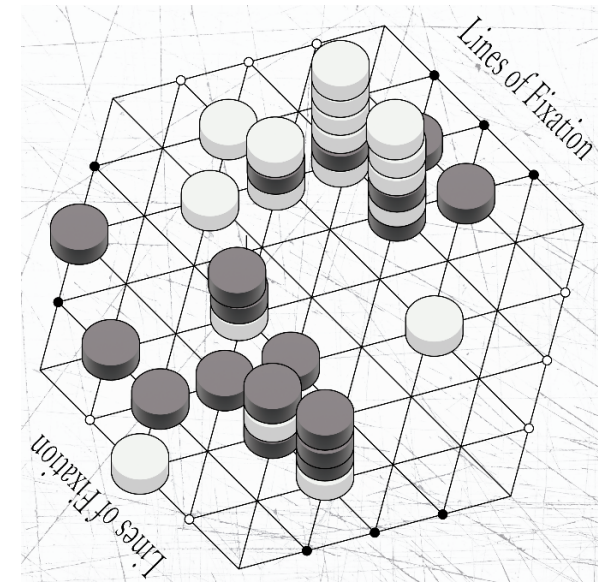
The player who has all of his or her controlled stacks in one group adjacent to each other wins. A player can also win by placing two 6 height bi-color stacks under his or her control.

In both cases, it includes cases achieved by the opponent's move.

If two players achieve the victory condition at the same time, the last player to move wins.



(Fig.2) Dark won by connecting all own stacks.



(Fig.3) Light won by having two 6-height bi-color stacks.

## GAMEPLAY

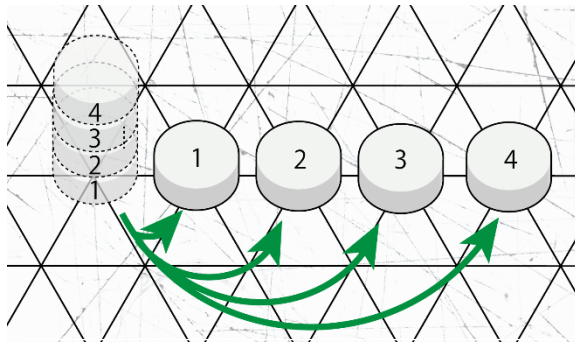
Light is the first player and turns alternate. The turn player moves one of his or her stacks according to the rules described below. Passing is not allowed. If a move cannot be made on your turn, you lose the game.

You may not repeat the same board condition twice.

## MOVES

A stack moves in a straight line exactly the same distance as its own height. As it moves, it drops one piece in every square it passes through, one at a time, starting from the bottom. The square with the stack before it's move are always empty after the move. If the above conditions are not met, the stack cannot be moved.

Please Turn Over →



(Fig.4) Example of moving a 4-height stack. The top piece always moves to the furthest point.

### CAPTURE AND MERGE

Stacks must move a straight line the distance exactly same to its height, dropping bottom disks exactly one by one for each intersection. Otherwise, stacks cannot move. The point where the stack originally resided must become empty.

Dropped disks may get on other stacks either control. If a stack changes its owner as a result of a move, it is "capture". If a stack does not change its owner but added its height, it is "merge". Capture and merge sometimes occur simultaneously.

Capture is semi-mandatory. If your 3- or more height mono-color stack can make capture at the beginning of your turn, you must do with it. If there is two or more those stacks, or several targets in different directions, you can choose between them (Maximum capture are not compelled).

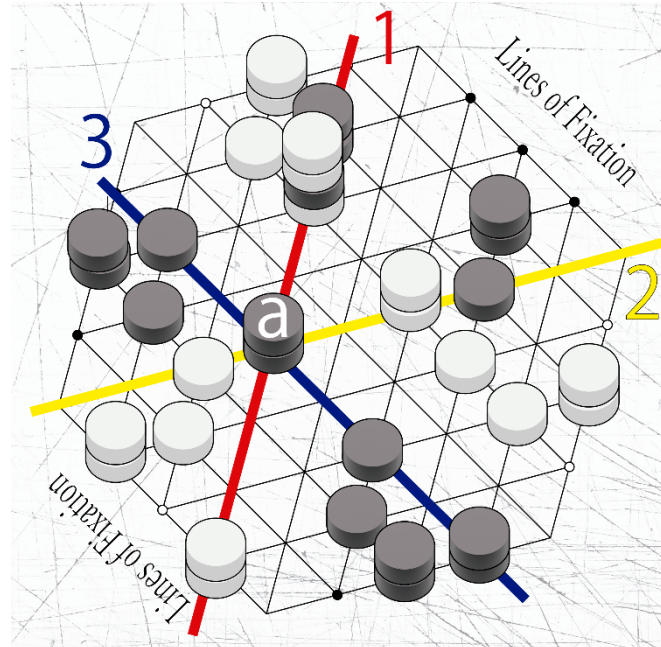
The maximum stack height is 6.

Move, capture and merge have constraints in the game progress as explained below.

### FIXATION

If you do not have the highest stack on a straight line, your stacks on the line cannot make any move along the line.

If both of you and your opponent have the highest stacks of same height on a line, your stacks on the line can move and merge but cannot capture (including the case that you drop opponent's disk on your stack).



(Fig. 5) The 2-height dark stack indicated with "a" cannot make any move along the red line (1), because dark have not the highest stack on the line. The stack also cannot move along the yellow line (2), because both players have highest stacks on the line but "a" cannot move without capture. "a" can move along the blue line (3).