

# Coil

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Coil is a game for 2 players, with black and white stones, on the board shown in Fig. 1

## Rules

1. The board begins with 6 black stones on the corners of the board, as shown in Fig. 1. The game proceeds in 2 phases:
  2. *Phase I*
    - a. The players take turns. On her turn, a player must place 1-3 black stones onto empty spaces, each not adjacent to any other stone.
    - b. A player may pass instead of taking her turn. When she does, *Phase I* ends.
    - c. The player who passed becomes Black, and the other player becomes White.
  3. *Phase II*
    - a. The players take turns, starting with White.
    - b. On her turn, a player must place a single stone of her color onto any empty space.
4. The game ends either when a Black loop has formed or the board is full. If a Black loop has formed, Black wins. Otherwise White wins.

It may become obvious one player is going to lose well before she actually does. In that case, she should resign so as not to delay matters.

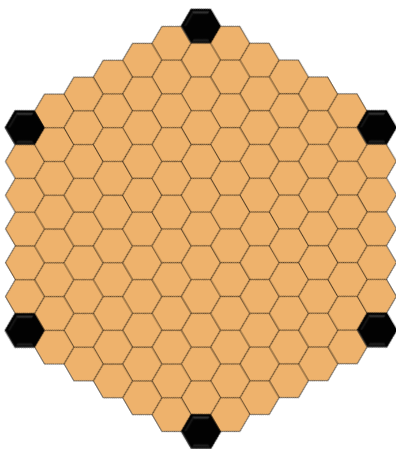


Fig. 1: the starting setup

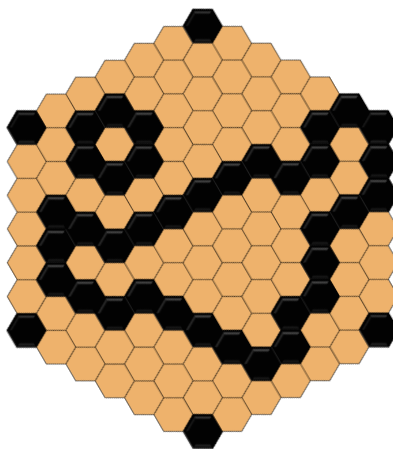


Fig. 2: two loops

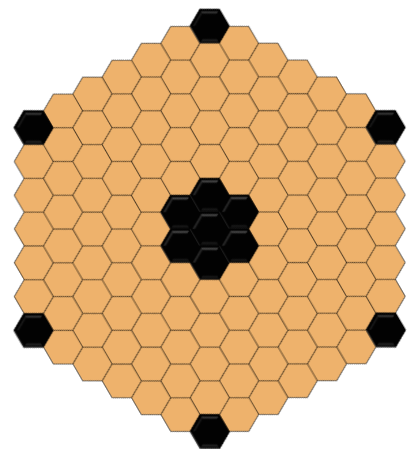


Fig 3: This is a loop too

Coil Boards, for playing with colored pencils or markers

