

MARVIN

by Mark Steere

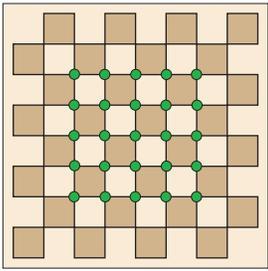


Fig. 1 - 5x5

Play on green points.

INTRODUCTION Marvin is played on the intersections of a checkerboard which form a centered, odd size square such as 5x5 or 7x7. See Figure 1. The board starts out empty. Two players, White and Red, each have sufficient checkers of their own color. Players will always have a move available and must make one. Passing is not allowed. White moves first. Mark Steere designed Marvin in December, 2012.

PLAY Players take turns adding stacks of their own color of height one (singleton) or two (king) to unoccupied points on the board, one stack per turn. Immediately after adding a stack, a player may be required to remove one or more checkers of either or both colors from the board, concluding his turn.

BLOCKS A block is defined as a filled rectangle (with horizontal and vertical sides) of stacks, of either or both colors. Each dimension of a block has a minimum length of two. See Figure 2. A block is as large as it can be. That is, it's never a subset of another, larger block.

SINGLETON PLACEMENT If the placement of a stack does not complete the formation of a block, then said stack must be a singleton, and said placement concludes the player's turn. No checkers are removed.

KING PLACEMENT If a player forms one or more blocks with his placement, then said placement must be a king, and said player must immediately remove all singletons, regardless of color, from all of the newly formed blocks, regardless of color. If a newly formed block is comprised entirely of kings (i.e. no singletons) then no checkers are removed from that block.

In Figure 3a, it's Red's turn to move.

In Figure 3b, Red places a king to form two blocks.

In Figure 3c, Red removes all of the singletons from the two blocks formed during his current turn.

OBJECT OF THE GAME Eventually the board will be completely filled with kings. The player having the most kings on the board wins.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Marvin for online or offline play. There is no licensing fee, and no 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.

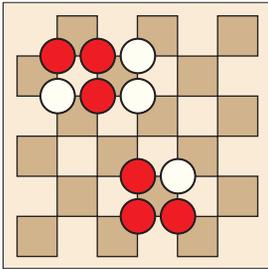


Fig. 2

Example blocks.

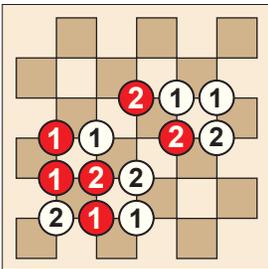


Fig. 3a

Red's turn to move.

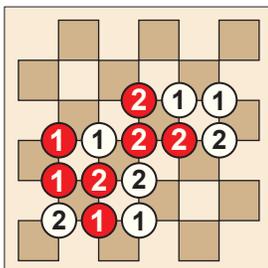


Fig. 3b

Red forms two blocks.

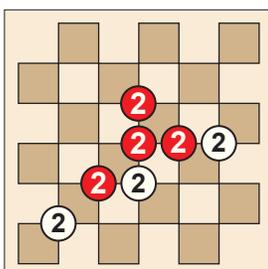


Fig. 3c

Red removes singletons.