

# LIMIT

By CAMERON BROWNE

## INTRODUCTION

Limit is a tile-placement game of movement and capture for two or three players.

## MATERIAL

This is what you need to play **LIMIT**:

- 32 hexagonal tiles in 4 colours (8 each): red, blue, yellow and black (or white).



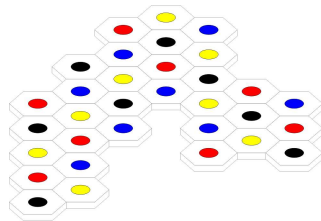
- 8 red cylinders and 8 blue cylinders.
- 8 yellow cylinders for the 3 player variant.



## RULES

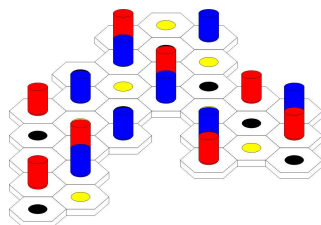
The playing surface is initially empty.

**Placement Phase:** Distribute randomly all the tiles on the playing surface forming a single connected group so that every tile is adjacent to at least 2 other tiles and no two tiles of the same colour ever touch.



Example

Once all tiles are placed, determine randomly the player's colours. Players then place their pawns on the tiles of their colour.



Completed tile placement with pawns added

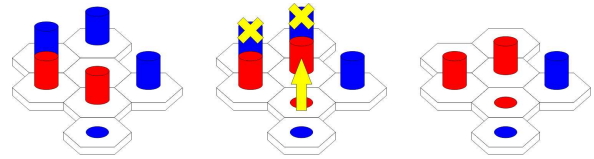
**Movement Phase:** Red player starts. Play then alternates with each turn consisting of:

- 1) moving a pawn, and
- 2) removing a tile.

Both actions must be performed each move if **possible**.

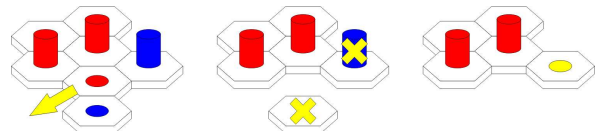
**1) Pawn Move:** The current player must move a pawn of their colour to any empty tile that can be reached by a series of steps through adjacent empty tiles (i.e. pawns block other pawns). Groups of enemy pawns with no freedom are then captured and removed; a group has freedom if it is adjacent to at least one empty tile.

(Pawns with no freedom are those pawns that cannot move.)



A Red move that removes the last freedom of a Blue group to capture it.

**2) Tile Removal:** The current player must then remove a tile of any colour provided that it has at least one free edge. Any subsets of empty tiles isolated by the removal are themselves removed from the game; it is not permitted to isolate tile subsets containing pawns. Enemy pawn groups with no freedom are then captured and removed, then friendly pawn groups with no freedom are captured and removed (self-capture is possible).



A tile removal that both disconnects a tile and captures a Blue pawn.

A player is eliminated if they can't (or don't) both move a pawn and remove a tile on their move.

**First Move Equaliser:** The opening player cannot capture any pawns on their first move.

**Aim:** The last player with pawns in play wins. Any move that captures all pawns on the table loses.

**Three-Player Version:** Limit may be played with a third player (Yellow). The rules are the same as for the two-player version, except that only the last player to move can capture on the first round and the game is tied if any move captures all pawns and all three players are still active in the game.