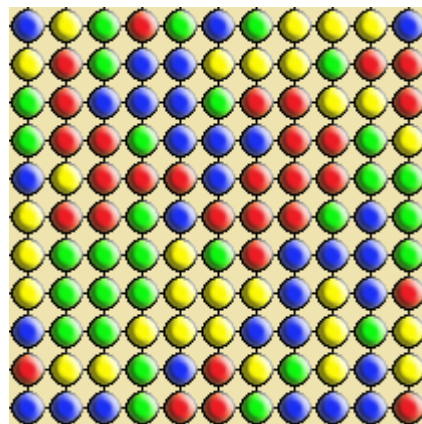


Bedone

Chongguang He



OVERVIEW

1. Genre and Platform

Platforms	
Genre	Puzzle video game

2. Key Points

An abstract strategy board game like Gomoku.

On an 11x11, a 15x15, or a 19x19 board.

For 2-8 players. The player can be either human or CPU.

3. Screenshot

Figure 1 is the screenshot of the original version of Bedone, which is developed during my undergraduate with C#.

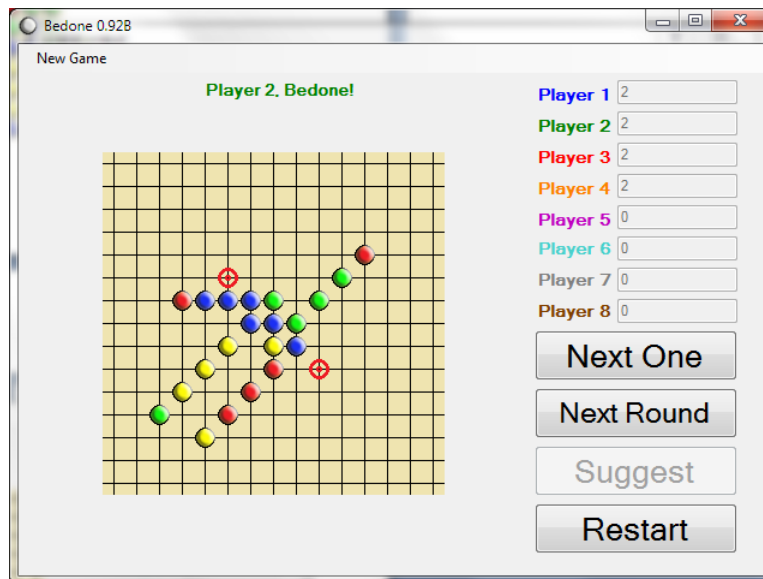


Figure 1. Bedone. Four players on a 15x15 board

Detailed Description

The Story of Bedone was started at almost 10 years ago. The idea was originated from Gomoku, or Five in a Row. When I was in middle school, my friends and I liked playing Gomoku very much. Traditional Gomoku is designed for two players only, thus we guys invented a new game that 4-8 players can play it together. We called it "Bi Dang", which means "(you) must block it" in Chinese. Then I transliterate into Bedone which means "(to) be done".

The rules of Bedone are pretty easy to understand. It is known that for Five in a Row, when player A gets an open row of three (one that is not blocked by an opponent's stone at either end), player B has to block it at one end. Because if not blocked or countered, the open row of three will be extended to an open row of four, which threatens to win in two ways. For Bedone, as long as player A achieves three-in-a-row, player B has to block both ends, so called "bedone". For every bedone, player A gets 1 point. Notice that it is player A who gets point from bedone, not player B.

Different to Gomoku, the winner of Bedone is the one with the highest points. In other words, even if one achieves a sequence of four or even more, it doesn't mean that he or she has won. We can see it more thoroughly from these screen shots.

In Figure 2, three blue stones in a row make a bedone. In this case, player green has to play at either point (intersection) marked with a red circle to block blue.

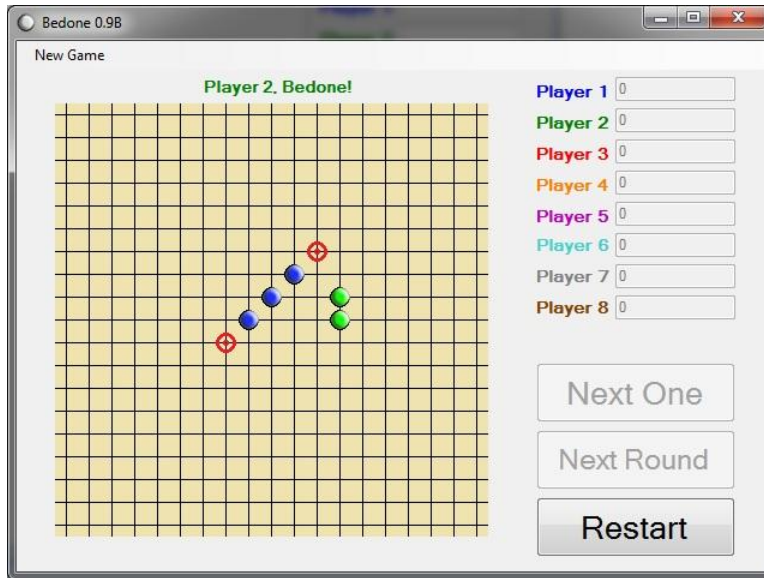


Figure 2. Player green has to play at either point (intersection) marked with a red circle to block blue

In Figure 3, Green can only play at the point marked with a red circle if there exists any bedone. Notice that now player 1(Blue) has 1 point for the last bedone Green contributes at the top right of Blue.

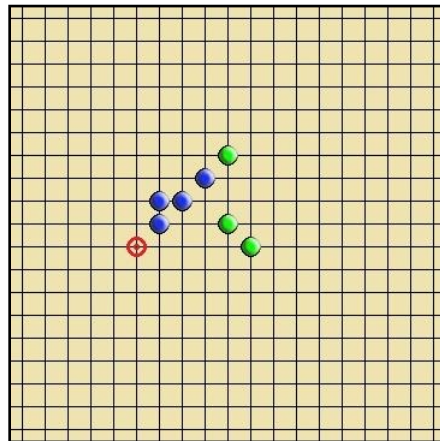


Figure 3. Green can only play at the point marked with a red circle if there exists any bedone

In Figure 4, Green has blocked both ends of blue's three-in-a-row. Even Blue achieves four-in-a-row, it doesn't mean Blue has won. Blue just got one more bedone that Green must block.

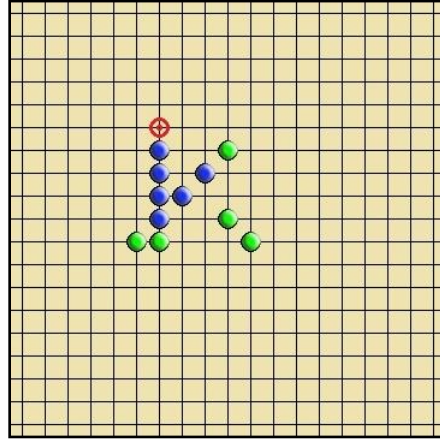


Figure 4. Even Blue achieves four-in-a-row, it doesn't mean Blue has won.

It must be stressed that the one-on-one mode shown in the figures above is just the simplest mode of Bedone. Compared to single player mode, the team mode can better present the spirit of Bedone. Take 2-on-2 mode for example. According to the order of playing stone, the strategy of order AABB may be much different from that of ABAB. According to the score metrics, the strategies of comparing the sum of two players in a team, or the product of a team, or just the highest score of a team, are entirely different to each other.