

# HADRON

by Mark Steere



Fig. 1a



Fig. 1b



Fig. 1c



Fig. 1d



Fig. 1e

Figure 1

Green checks show all legal placements.

## INTRODUCTION

Hadron is a two player game played on a 5x5 (or 7x7...) square board, initially empty.

The two players, Red and Blue, take turns adding their own tiles to the board, one tile per turn, starting with Red. If you have a placement available, you must make one. Passing is not allowed.

Draws cannot occur in Hadron. Mark Steere designed Hadron in August, 2022.

## PLACEMENT RULE

You can place a tile in isolation, not adjacent to anything. Or you can place a tile to form one (horizontal or vertical) adjacency with a friendly tile and one adjacency with an enemy tile. Or you can form two adjacencies with friendly tiles and two adjacencies with enemy tiles. See Figures 1 and 2, which show all legal placements.

## OBJECT OF THE GAME

The last player to make a placement wins. If you don't have a placement available on your turn, you lose. See Figure 3, in which there are no legal placements.

## AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Hadron. No licensing fee or 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](http://marksteeregames.com).

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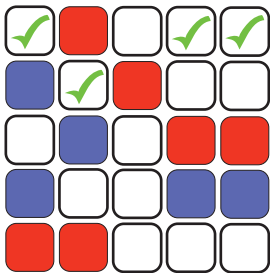


Figure 2

Green checks show all legal placements.

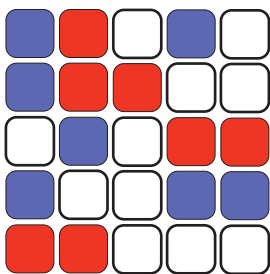


Figure 3

Blue wins. (There are no legal placements.)