

# CHURN

by Mark Steere

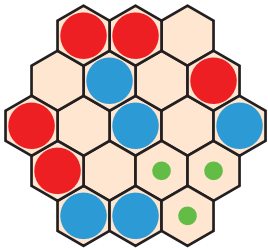


Figure 1

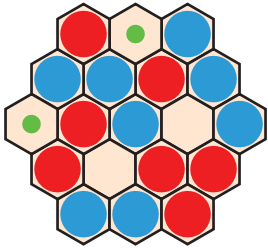


Figure 2

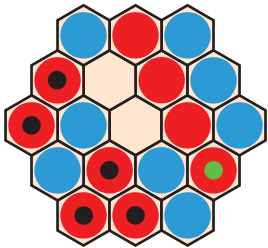


Figure 3

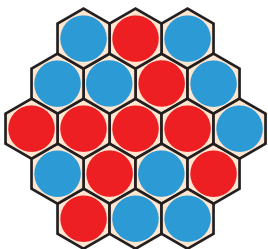


Figure 4

## INTRODUCTION

Churn is a two-player game played on a hexagonal board of any size, initially empty. Size 3 (side length 3) is recommended. The two players, Red and Blue, take turns placing their own stones onto unoccupied cells on the board, one stone per turn, starting with Red. Churn uses the pie rule. Mark Steere designed Churn in December 2024.

## GROUP

A "group" here is a monocolored group of at least one stone.

## PLAY

If you can place a stone in isolation (not adjacent to any friendly groups), you must do so. If you can only place adjacent to a friendly group, you must select a placement that forms the smallest friendly group possible. **Figures 1 and 2** show available placements for Red.

## REMOVALS

Having placed adjacent to a friendly group, thereby forming a larger group, you must immediately remove all friendly groups smaller than the group so formed, concluding your turn. In **Figure 3**, Red has placed the stone marked with a green dot. All of the stones marked with black dots must be removed from the board, concluding Red's turn.

## OBJECT OF THE GAME

Once the board has filled (at the conclusion of a turn), the player having the majority of on-board stones wins. In **Figure 4**, Blue has won by occupying 10 of the 19 board cells.

## DESIGN NOTES

Churn was designed to have a high churn rate (the average number of turns divided by the number of board cells). It's a full size, robust game played on a tiny board with a few stones. The churn rate grows exponentially with board size. For example, it takes about 8,500 turns to complete a game of Churn on a size 5 board (with 61 cells).

Irregular hexagonal boards can be used, such as one having side lengths 3,4,3,4,3,4 - with 27 cells. Only boards with an odd number of cells should be used though, to prevent ties.

## AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Churn. 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).