

IHEX

by Mark Steere

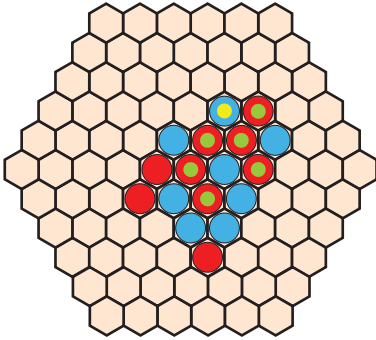


Figure 1

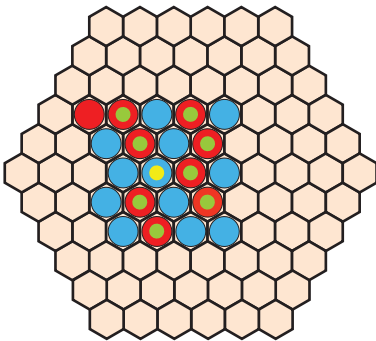


Figure 2

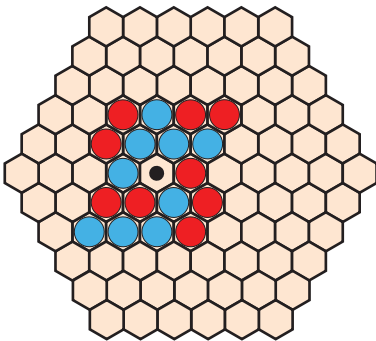


Figure 3

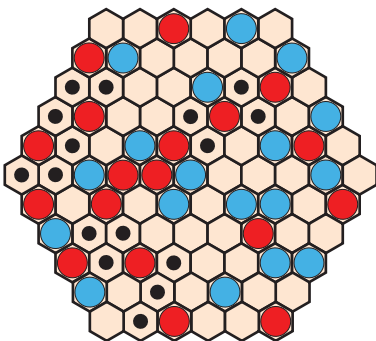


Figure 4

INTRODUCTION Ihex is a two-player game played on a regular hexagonal board, initially empty. The two players, Red and Blue, take turns placing stones of their own color on the board, at least one stone per turn. If you have no placements available, your turn is skipped. Mark Steere designed Ihex in July 2024.

HEXAGON Here, "hexagon" will refer to both regular (equal sides) and irregular (unequal sides) filled hexagons, comprised of stones of either or both colors. Each side of a hexagon has a length of at least 2.

OBJECT OF THE GAME You win by making a placement which captures all of the enemy stones on the board.

CAPTURING If your placed stone forms a single largest hexagon with more friendly stones than enemy stones, remove the enemy stones from the hexagon. In **Figure 1**, Blue has placed the stone marked with a yellow dot, forming a hexagon of size 13. The 6 red stones marked with green dots are immediately removed. If your placed stone would form a single largest hexagon with more enemy stones than friendly stones, you are not allowed to make that placement.

If your placement would form two or more equally large largest hexagons...

If none of the hexagons have a majority of enemy stones...

You can make the placement. If you do, you must capture all of the enemy stones in all of the hexagons you form that have a majority of friendly stones. In **Figure 2**, Blue has placed the stone marked with the yellow dot, forming two overlapping hexagons of size 13, having 7 blue stones in each of them. The red stones marked with green dots are immediately removed.

If at least one of the hexagons has a majority of enemy stones...

If at least one of the hexagons has a majority of friendly stones...

You can make the placement, but without capturing. In **Figure 3**, if Red were to place on the black dot, he'd form two hexagons of size 13: one with 7 red stones and one with 5 red stones. Red can place there but without capturing.

If none of the other hexagons has a majority of friendly stones...

You can't make the placement.

MULTIPLE PLACEMENTS PER TURN After capturing enemy stones, and while it is still your turn, you must continue to add stones until you make a non-capturing placement, concluding your turn.

ANTI-BLOB RULE Placements that don't form hexagons must form adjacencies with at least as many enemy stones as friendly stones. In **Figure 4**, Red can't place on any of the cells marked with a black dot. [Note that Red can form a hexagon here by making a placement with more friendly than enemy adjacencies.]

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Ihex. 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.