

# PARASOL

by Mark Steere

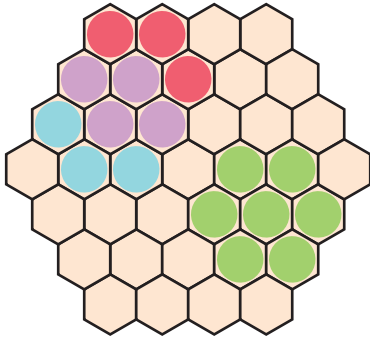


Figure 1

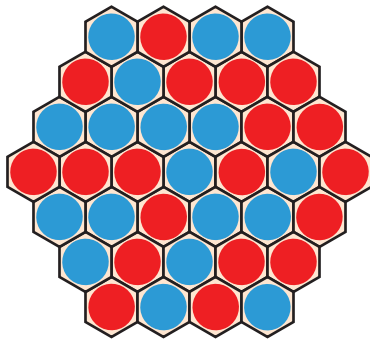


Figure 2

## INTRODUCTION

Parasol is a two-player game played on a hexagonal grid of any size, initially empty. The two players, Red and Blue, take turns placing their own stones onto unoccupied cells in the grid, one stone per turn, starting with Red.

Parasol uses the pie rule. Mark Steere designed Parasol in December 2024.

## PARASOL

A "parasol" here is a hexagonal, size 2 (side length 2) grid.

## OVERLAPPING PARASOLS

Any hexagonal grid can be thought of as being comprised of densely packed, overlapping parasols. For example, a size 3 grid is comprised of 7 overlapping parasols. A size 4 grid is comprised of 19 overlapping parasols. In **Figure 1**, three of the 19 parasols are shaded. Two of them are adjacent to each other and overlap.

## OBJECT OF THE GAME

When the grid is completely filled, if you have the majority of stones in the majority of parasols, you win. In **Figure 2**, Blue has won by having the majority of stones in 12 of the 19 parasols.

## DESIGN NOTES

I began the design process by studying random patterns in a parasol to see if I could deduce a means of determining a winner, which determinant could then be generalized to larger grids. Of course, the simplest determinant is who has claimed the majority of the 7 cells in the parasol. At one point, it occurred to me that grids of every size are comprised of an odd number of overlapping parasols. Thus Parasol was born.

## AUTHOR'S NOTE

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