

MARMOT

by Mark Steere

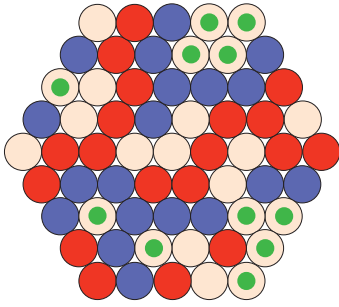


Fig. 1 - Red's turn.

All of Red's available placements are indicated in green.

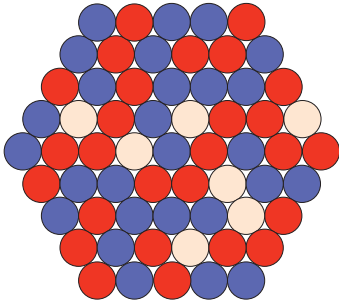


Fig. 2 - Blue wins.

Red has no moves available on his turn, so Red loses.

INTRODUCTION

Marmot is a two player game played on an initially empty hexagonal grid. 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. Players are not allowed to pass. Mark Steere designed Marmot in March, 2021.

PLACEMENTS

A FRIENDLY CONNECTION is an adjacency between like colored stones.

You can place a stone which forms zero or one friendly connections. See Figure 1.

OBJECT OF THE GAME

If you have no legal moves at the beginning of your turn, you lose. The last player to place a stone wins. In Figure 2, it's Red's turn but there are no legal moves available for Red. So Red has lost and Blue has won.

AUTHOR'S NOTE

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

Copyright (c) 2021