

PINWHEEL

by Mark Steere

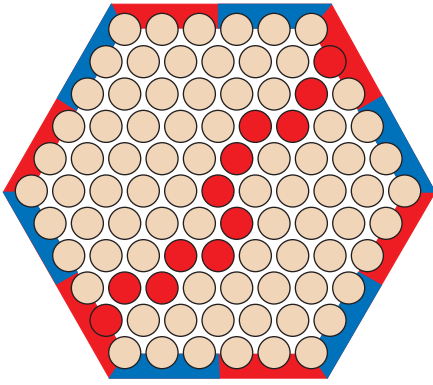


Fig. 1 - Red wins.

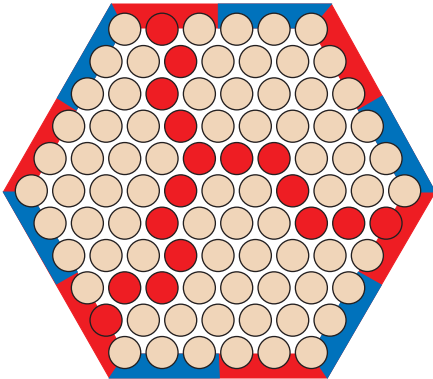


Fig. 2 - Red wins.

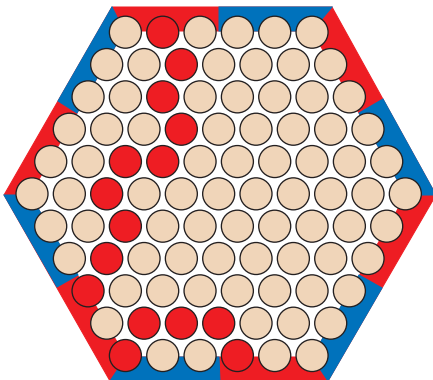


Fig. 3 - Red wins.

INTRODUCTION Pinwheel is a two player game played on a “hex hex” board, as shown in the figures. The 12 island perimeter is alternately colored red and blue. The board starts out empty. The board would normally be much larger than the one shown in the figures. Draws cannot occur in Pinwheel. Mark Steere designed Pinwheel in November, 2009.

STONE PLACEMENT The two players, Red and Blue, take turns adding stones of their own color to the board, one stone per turn. Red makes the first placement of the game. Each player will always have a placement available on his turn and must make one.

OBJECT OF THE GAME There are two ways to win in Pinwheel. You can either form a path connecting opposite islands of your color, or you can form a Y shaped path that connects three equally spaced islands of your color.

Figure 1 - Red wins by connecting opposite red segments.

Figure 2 - Red wins by connecting three equally spaced red segments.

ISLANDS PART OF PATH The islands can be used as part of a path of the same color.

Figure 3 - Red wins by connecting opposite red islands, using an intermediary island as part of the path.

AUTHOR’S NOTE Feel free to publish this rule sheet and to program the game of Pinwheel for online or offline play. 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.

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