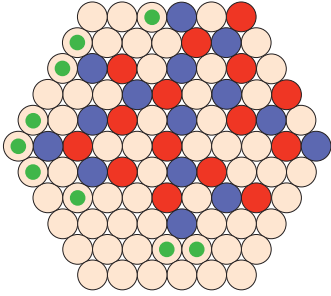# GOPHER

by Mark Steere

Fig. 1 - Red's turn.

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

INTRODUCTION

Gopher is a two player game played on an initially empty, size 6 (or 8...)* hexagonal grid. The two players, Red and Blue, place their own stones on the board, one stone per turn. Players are not allowed to pass. Mark Steere designed Gopher in March, 2021.

PLACEMENTS

All placements are to unoccupied cells. A FRIENDLY CONNECTION is an adjacency between like colored stones. An ENEMY CONNECTION is an adjacency between different colored stones.

Red begins the game by placing a stone anywhere on the board. Then, starting with Blue, players take turns placing a stone which forms exactly one enemy connection and no friendly connections. See Figure 1.

OBJECT OF THE GAME

The last player to place a stone wins.