

X

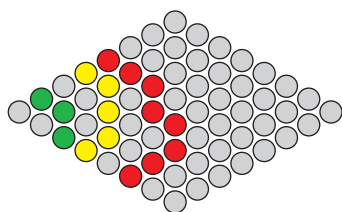


Fig. 1 - Red owns left corner.

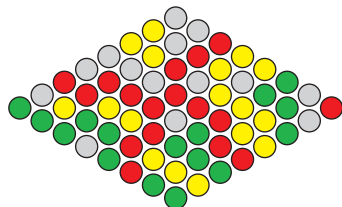


Fig. 2 - Red "X". Score: 4-0-0.

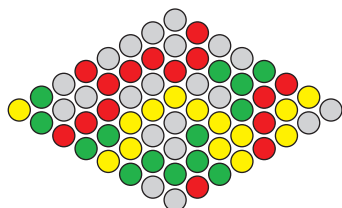


Fig. 3 - Red wins. Score: 3-1-0.

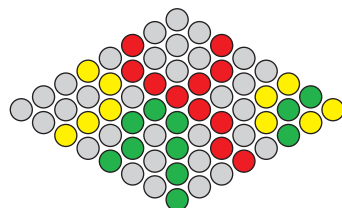


Fig. 4 - Red wins. Score: 2-1-1.

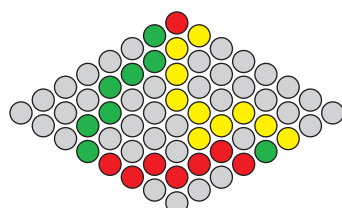


Fig. 5 - Red wins. Score: 2-1-1.

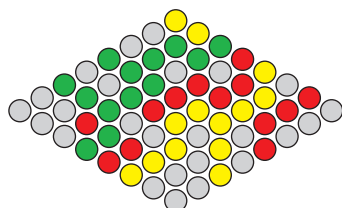


Fig. 6 - Red wins. Score: 0-2-2.

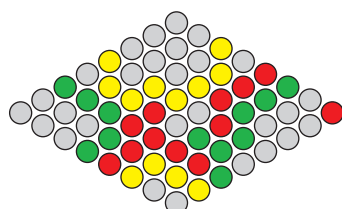


Fig. 7 - Red wins. Score: 0-2-2.

INTRODUCTION X is a three player game played on a diamond shaped board with a hexagonal pattern. The board starts out empty. The three players, Red, Yellow, and Green, each have a set of stones of their own color. A much larger, even edged board is used for actual play. Draws cannot occur in X. Mark Steere designed X in August, 2009.

STONE PLACEMENT Players take turns adding their stones to the board, one stone per turn. Red makes the first placement of the game, followed by Yellow and Green. Play concludes when the board has been completely filled with stones, unless a final score becomes evident earlier in the game.

CLAIMING CORNERS To claim a corner, you must own the outermost path connecting its two adjacent sides. In Figure 1, Red owns the left corner because he has formed the outermost connecting path. In Figure 5, Red owns the top corner because he occupies the top corner cell and neither of the other two players can possibly surround it.

OBJECT OF THE GAME To win, you must own the **maximum unique** number of corners at the conclusion of the game. The maximum unique number is emphasized in each of the following four possible scores:

- a) **4**-0-0
- b) **3**-1-0
- c) **2**-1-1
- d) **0**-2-2

In Figure 2 Red has won by claiming all 4 corners, forming a roughly X shaped path. 4 is the maximum unique number in the final score of 4-0-0. The final score is known before the board has filled with stones because there's no possibility of Yellow or Green claiming any corners.

In Figure 3 Red has won by claiming 3 corners while Yellow has claimed 1 corner and Green has claimed 0. 3 is the maximum unique number in the final score of 3-1-0.

In Figure 4 Red has won by claiming 2 adjacent corners while Yellow and Green have claimed 1 corner each. 2 is the maximum unique number in the final score of 2-1-1.

In Figure 5, Red has won by claiming 2 opposite corners while Yellow and Green have each claimed 1 corner.

In Figure 6 Red has won by claiming 0 corners while Yellow and Green have each claimed two adjacent corners. 0 is the maximum unique number in the final score of 0-2-2. In fact, 0 is the **only** unique number in 0-2-2, and therefore the maximum as well.

In Figure 7 Red has won by claiming 0 corners while Yellow and Green have each claimed 2 opposite corners.

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