

X

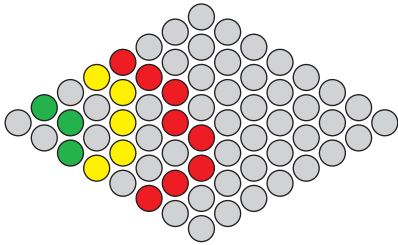


Fig. 1 - Red owns left corner.

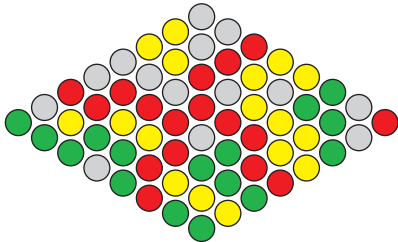


Fig. 2 - Red "X". Score: 4-0-0.

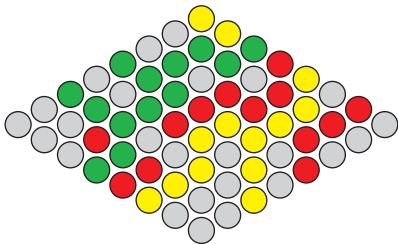


Fig. 3 - Red wins. Score: 2-2-0.

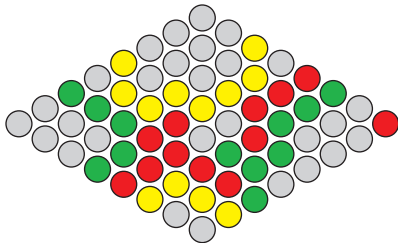


Fig. 4 - Red wins. Score: 2-2-0.

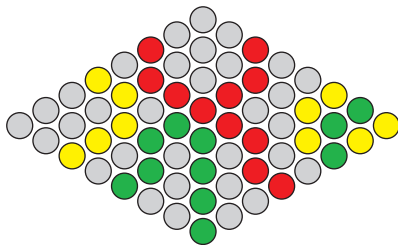


Fig. 5 - Red wins. Score: 2-1-1.

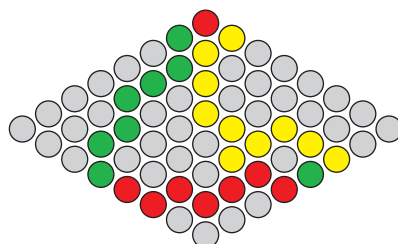


Fig. 6 - Red wins. Score: 2-1-1.

INTRODUCTION X is a three player game played on a hexagonal pattern grid, as shown in the figures. The board starts out empty. The three players, Red, Yellow, and Green, each take possession of a set of stones of their own color. The even edged board would normally be much larger than the one shown in the figures. 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. Each player will always have a placement available on his turn and must make one. 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 have 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 6, Red owns the top corner because he occupies the corner cell and none of the other players can possibly surround it.

OBJECT OF THE GAME To win, you must own a unique number of corners at the conclusion of the game. There are only three possible final scores in X. The unique number is emphasized in each case:

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

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

In Figure 3, Red has won by claiming 0 corners while Yellow and Green have each claimed 2 adjacent corners. 0 is the unique number in the final score of 2-2-0.

In Figure 4, Red has won by claiming 0 corners while Yellow and Green have each claimed 2 opposite corners. 0 is the unique number in the final score of 2-2-0.

In Figure 5, Red has won by claiming 2 adjacent corners while Yellow and Green have claimed 1 corner each. Final score: 2-1-1.

In Figure 6, Red has won by claiming 2 opposite corners while Yellow and Green have claimed 1 corner each. Final score: 2-1-1.

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.