duplohex

A Hex derivative for 2 players, designed by
José Manuel Astilleros García-Monge

INTRODUCTION

Duplohex is a connection game derived from Hex that includes two different types of pieces (discs and rings) and some modifications of the rules that add new possibilities to the game. The goal for each player is to connect the two opposing sides of the board marked by their colors either with their discs or their rings.

MATERIAL

- A 7x7 Hex board
- 24 white discs and 24 black discs
- 24 white rings and 24 black rings

RULES OF THE GAME

The board starts empty. Each player selects a color (black or white). White starts by placing one of her pieces (disc or ring) on any cell of the board.

From now on, starting with black, each player in turn must perform one action with a disc **and** another one with a ring following no particular order:

1. Actions that a player can perform with a disc:

    a) **add** one of her discs to an empty cell, or…

    b) **move** one of her discs previously placed on the board inside any ring (black or white) located in a neighbor cell. A disc inside a ring cannot be moved for the rest of the game.

2. Actions that a player can perform with a ring:

    a) **add** one of her rings to an empty cell, or…

    b) **move** one of her rings previously placed on the board to a neighbor cell occupied by a disc (black or white). After the movement the ring must surround the disc. A ring with a disc inside cannot be moved for the rest of the game.
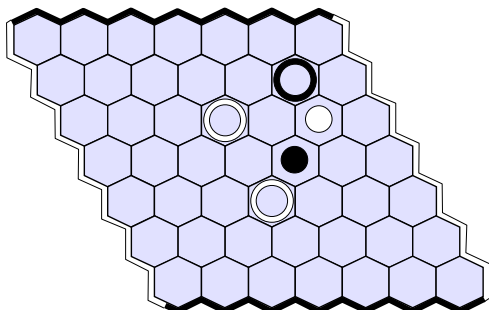
It is black's turn. She must perform one action with a disc and another one with a ring. With a disc: either add a new disc on an empty cell or move her disc on the board to the neighbor cell occupied by the white ring. With a ring: either add a new ring on an empty cell or move her ring to the neighbor cell occupied by the white disc.
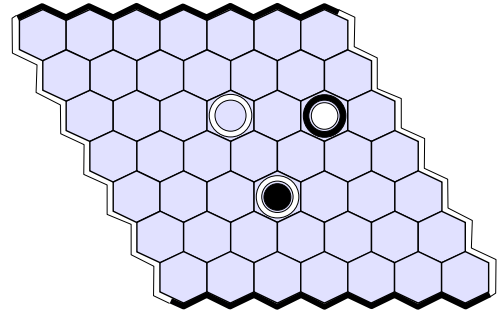

The diagram shows the result after black moved her disc and her ring. The resulting configuration (ring with a disc inside) cannot be modified for the rest of the game.

Players may not pass. Pieces cannot be stacked.

Finally, if a player cannot perform a legal action, she must in her turn add one of their discs or rings on any cell of the board occupied by a ring or a disc, respectively.

END OF THE GAME

The game ends the moment that a player establishes a chain of either her discs or her rings connecting the two opposing sides of the board marked by her color.
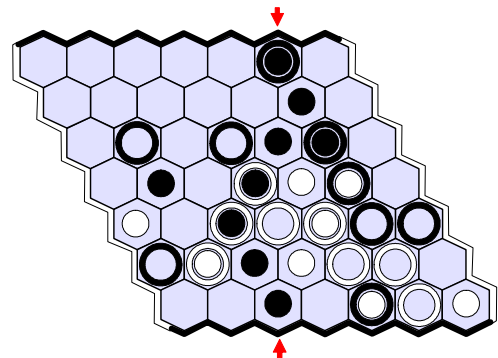
Example of a game won by black, whose sides are connected by a chain of black discs.

VARIANT FOR BEGINNERS

For a shorter game, you can play on a 6x6 board. To set up such board simply fill two adjacent border rows with rings and discs of the corresponding colour before the game starts.

PUZZLE

Black to move and win.