KnightVision

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https://mindsports.nl/index.php/the-pit/1102-knightvision

KnightVision is a connection game featuring placement, movement and capture. Its ancestors are Hex and Cannons & Bullets.

Material: A hex board of base 9 to 14. Enough white and black men (*knights*).

The board is initially empty. Player 1 places one white knight on a cell. Player 2 then decides whether to play with or against White. The second player's first move is also a free placement. From that point onwards, players on their turn must either occupy a vacant cell by placement, or throw an axe.

To occupy a vacant cell, it must be at a knight's move of at least one friendly piece. If the number of friendly pieces that are at a knight's move of the placed piece is three or more, then the player may place a stack of two men. The bottom man of a stack is still a Knight, but the man on top is now the AXE.

If an axe is thrown, it moves rookwise, unobstructed by friendly pieces and it may land on a vacant cell or on the first opponent's piece it encounters. That piece is then captured and removed from play, both knight and axe if applicable, and replaced by the moving axe that becomes a knight in the process. Making a placement or a move is mandatory unless neither is possible. In that case a player must pass.

Goal. If a player finds a solid cell to cell connection with his pieces between the two edges of his colour *when it is his turn*, then he has won. It means that any connection made, must outlive the next turn, a turn in which the opponent can still break it by capture.