NONPOINT

Nonpoint is an abstract strategy game for 2–3 players, with a solitaire variant.

Equipment

- 37-hex-hex board
- **XATS** set (3 colors × 13 bits per color)

Setup

When placing the pieces on the board (in setup or play), the points must always point into adjacent spaces.

3 players or solitaire

Seed the board with the three 6-pointed pieces one space in from each of three equidistant corners.

2 players

Choose 2 colors. Seed the board with those two colors' 6-pointed pieces one space in from each of two opposite corners. Place the remaining 6-pointed piece in the middle.

Goal

Your score is the product of the numbers of **your pieces** in contiguous groups[1], minus the number of **points** (i.e. the tips) on your pieces you haven't played. The highest score wins, even if it is below zero!

Solitaire Goal

Your score is the product of the numbers of **same-color pieces** in contiguous groups, minus the number of **points** (i.e. the tips) on the pieces you haven't played. Maximize your score!

Play

Select a random start player and play direction (clockwise, for example). On your turn, place one of your pieces on the board according to the following rules:
- Pieces are not allowed to point at their own color in an adjacent space!
- No two adjacent pieces are allowed to point at each other!
- You must place it in a space already pointed to by an adjacent piece belonging to an opponent.
- It is not allowed to point out of the edge of the board. If there is no valid play for you, you simply pass your turn. If all players pass consecutively, the game is over.

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[1] This is the scoring from **Omega**, by Néstor Romeral Andrés.