

HONG

A board game for 2 players by
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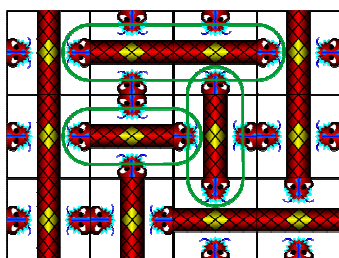
*A **Hong** is a two-headed dragon
in Chinese mythology*

INTRODUCTION

HONG is a tile-laying game of asymmetrical goals. Two players (MORE and LESS) share a common pool of identical squared pieces like this.



A **hong** is a straight line of **one or more** segments with a dragon head on each end. The 'MORE' player must create at least 15 **hongs** to win, while the 'LESS' player has to avoid that many **hongs** from being created.



Examples of hongs indicated in green. Notice that open-ended dragons or pairs of heads with no segments in between **are not** hongs.

MATERIAL

- A 9x7 board (with an inner 7x7 board).
- 60 identical squared tiles.
- 3 gray counters (the stones).

GAME PREPARATION

Place the board in the middle of the playing surface. Then randomly place 3 stones on any empty cells of the board (one stone per cell) except the centre cell.

For shorter games you can play in the inner 7x7 area. This is recommended for the first plays.

Decide which player is 'MORE' and which player is 'LESS'.

HOW TO PLAY

Starting with 'LESS', players alternate turns placing a tile on an empty cell of the board, in any orientation (with the dragon segment placed either horizontally or vertically).

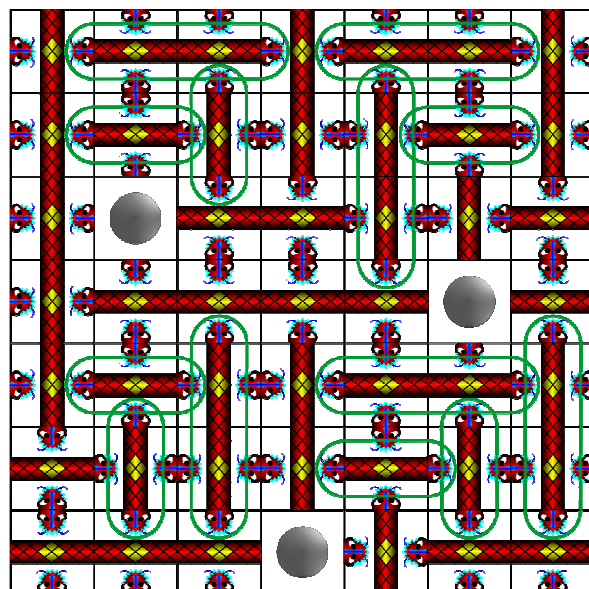
Tiles cannot be placed on cells occupied by stones. The game ends when all the cells have been occupied.

SCORING

Count the number of **hongs**. If the number of **hongs** is **15* or higher**, MORE wins. Otherwise LESS wins.

If you play in the inner 7x7 area, MORE wins with 11* **hongs** or more, and loses otherwise.

Notice that draws are not possible.



Endgame example:
'MORE' wins with 13 hongs in a 7x7 board.

STRATEGY TIPS

As the 'LESS' player, try to place segments pointing towards walls and remember that one large **hong** is better than many small ones. Also try to create holes so that the number of **hongs** will remain small no matter how those holes are filled. As the 'MORE' player, do the opposite.

Handicap: You can raise or lower the "15 hongs" barrier to offset the strength difference between experienced and inexperienced players.

*- These numbers have been found by a computer.