

Center

Center is a game with a deceptively simple goal. It was invented by Alek Erickson and Michael Amundsen in 2022. The game is played on the cells of a hexhex board with side length 4 or on the intersections of a 9x9 Go board. A Chess board (which is 8x8 squares) also has 9x9 intersections, and therefore works as a Center board.

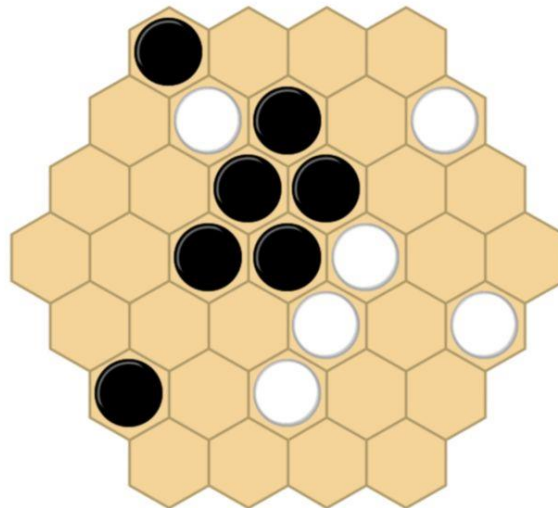
Rules:

Players take turns placing one stone at a time.

A placement N steps away from the perimeter must have at least N friendly pieces in sight (stones block each other's lines of sight).

The winner is the player who places a stone on the very center of the board.

On the square board, pieces see in all 8 directions.



Finished game of hexagonal Center

[BGG description, Michael Amundsen, Alek Erickson, 2022]