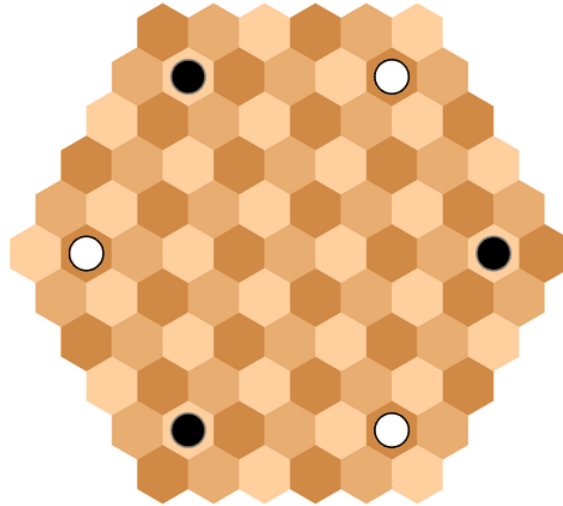


## Detach

Detach is a drawless, finite abstract game designed by João Pedro Neto in 2025.

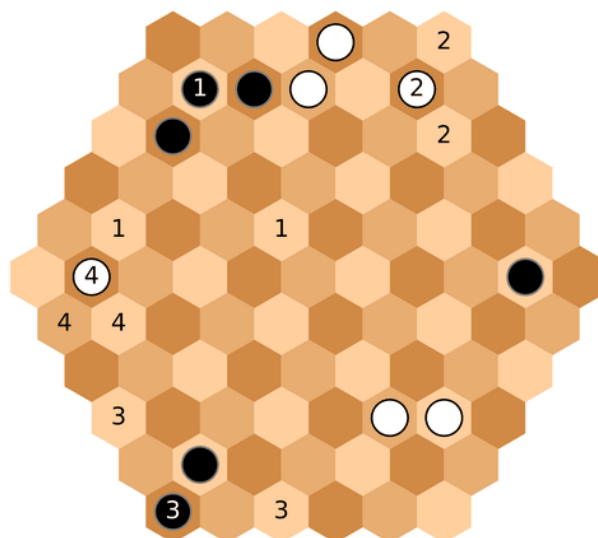
The game is played in a hexhex 6 with the following setup:



### Definitions

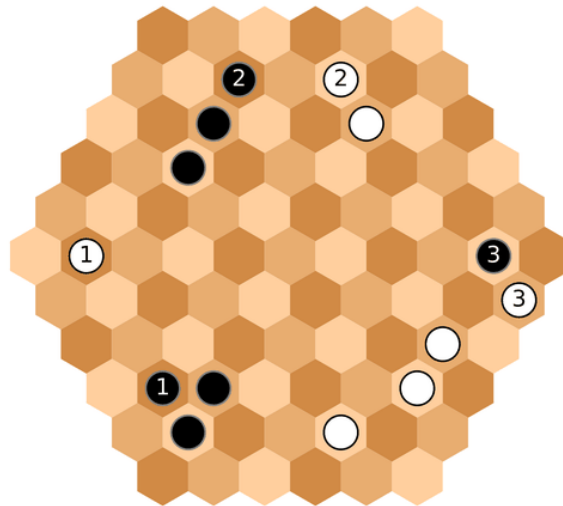
- A **group** is a set of one or more connected friendly stones
- The **force** of a stone is equal to the size of its group
- A stone of force N can **detach** from its group, ie, it is replaced by two new stones each moving over a line of exactly N hexes not occupied by enemy stones (so, they can jump over friendly stones), and ending their movement on empty hexes

Here are some examples of detachments:



## Rules

- On his turn, the player detaches a friendly stone
  - One of the new stones is allowed to land on an enemy stone with less or equal force; in that case, the stones swap positions
- Wins the last player able to move

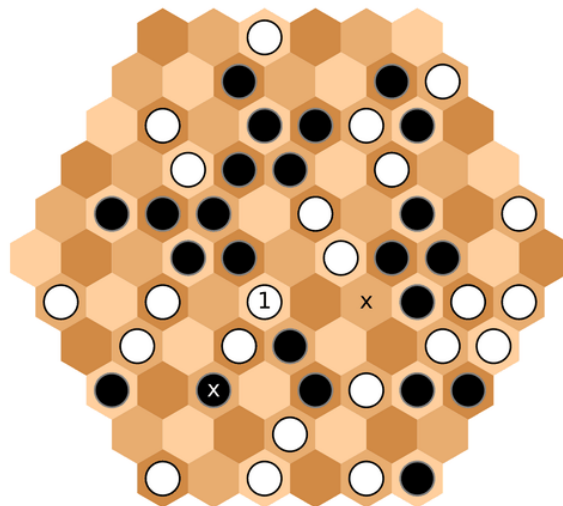


*The black stone [1] can swap position with white [1].*

*The white [2] cannot swap position with black [2] since it has less force.*

*The stones [3] can swap with each other.*

Let's see a position near the end of the game:



*White's turn.*

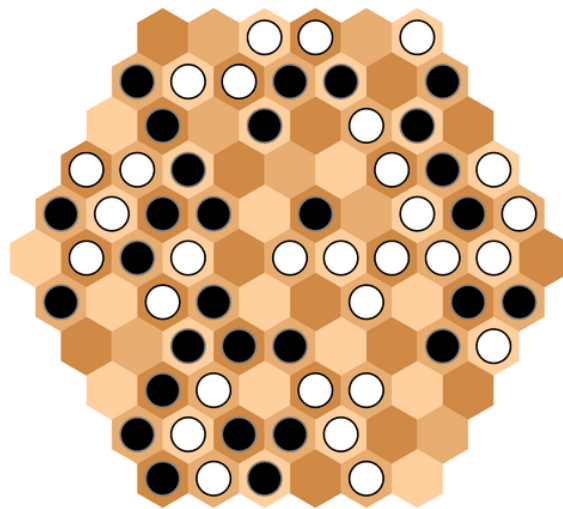
White's position is already better. Black has a big group that is immobile, given the amount of distance any one of its pieces needed to move. That also help to block other black groups, because it reduces detach options. White, on the other side,

has many single and double groups, which means still many moving options.

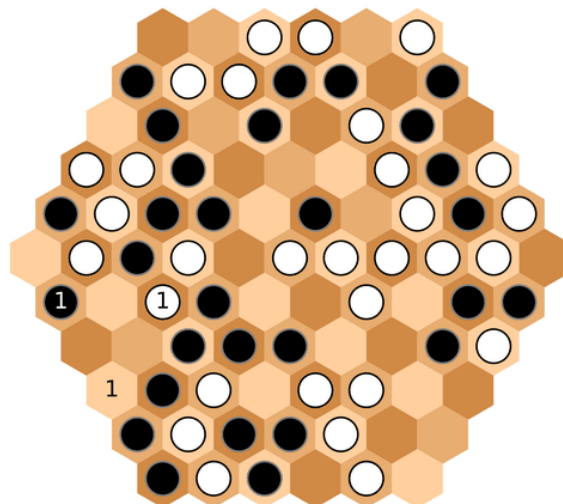
White decide to detach [1] over to the marked hexes. By doing that, it makes the black group even bigger by merging one of the remaining small black groups of size two. Black's position is untenable.

Notice that the black 'territory' in the northwest of the big group is something good for White, it allows for some free moves. In Detach it is good tactics to create enemy 'areas of influence' (in the traditional Go sense).

### **An endgame example:**

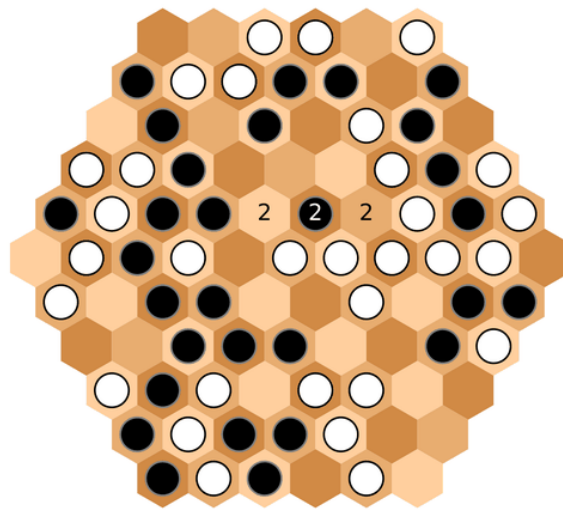


*White's turn.*

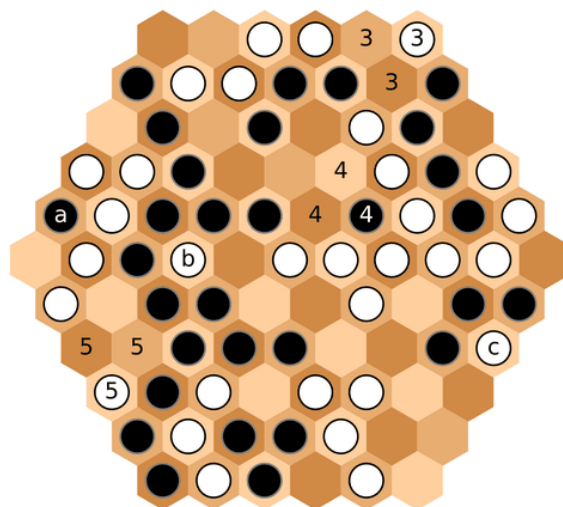


*She decides to detach [1], with a west swap:*

*This swap removed two valid detaches for Black, and used that black stone to merge two large black groups that are now unable to detach, due to their size.*



*Black only move is to detach [2]*



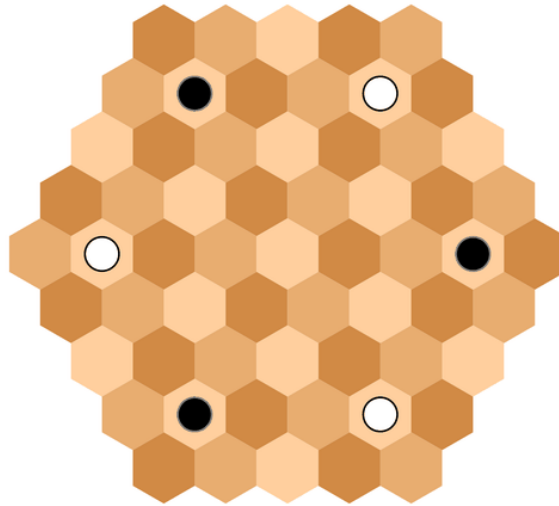
*After moves [3], [4] and [5], Black cannot move and loses.  
White made her last valid move just in time.*

Notice that stones (a), (b), and (c) are single stones but cannot detach. Each has only one possible direction to move. And they cannot swap with the neighbor enemy stones due to their larger forces.

## Other Boards

The proposed board of size 6 will produce matches with 30-35 turns (one turn = both players moved).

For faster games, where players start interacting with more tactical clarity sooner, the following setup is equally valid, reducing matches to 20-25 turns,



<https://boardgamegeek.com/boardgame/445576>