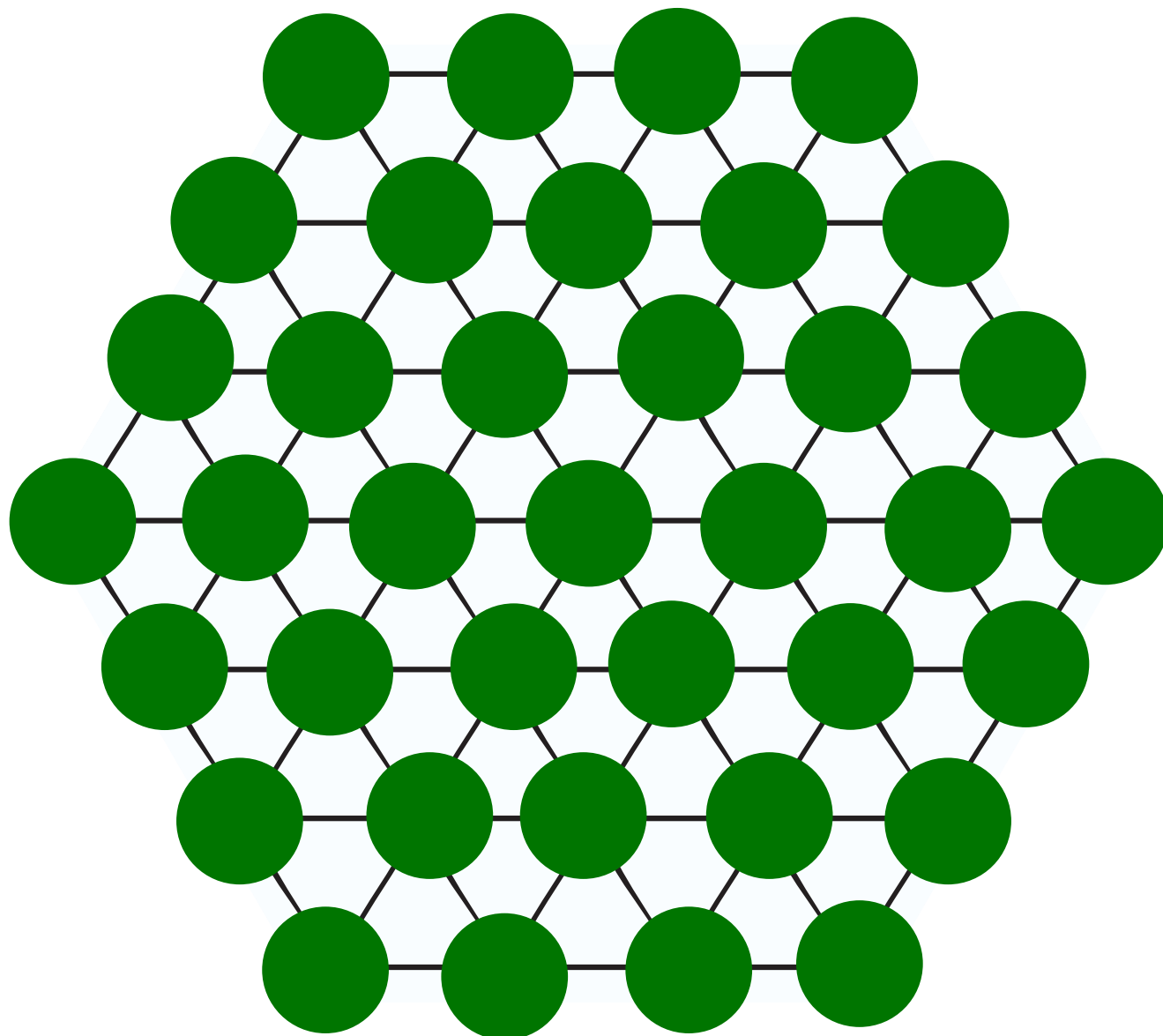


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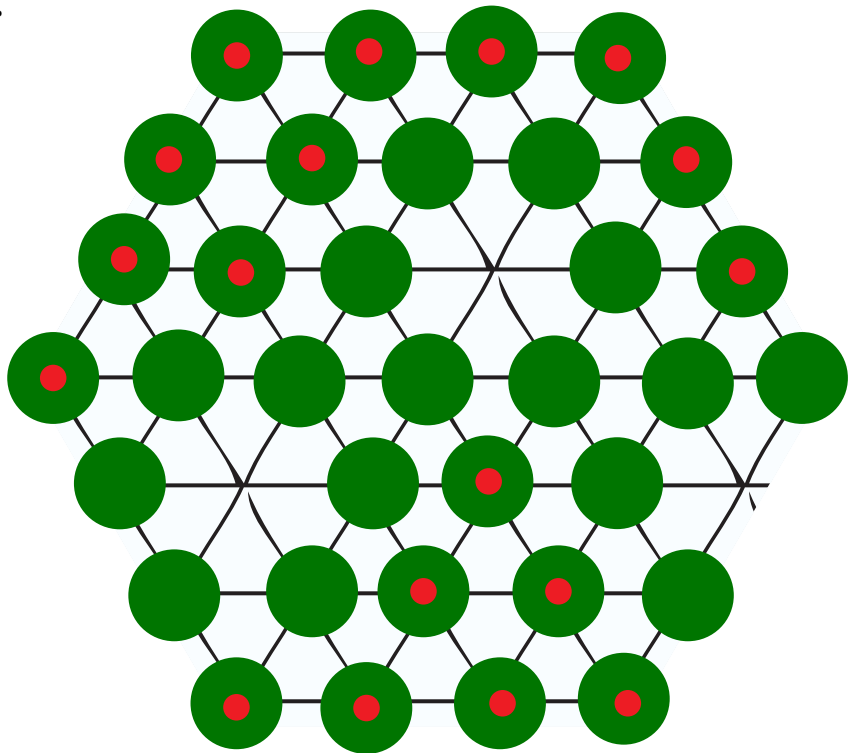
A two-player, perfect-information, abstract strategy game that is played on a base 4 hex-grid (3 and 5 are also interesting). The game begins with a piece on every space, and all of the pieces are exactly the same.



The initial position on a base 4 board.

Each turn consists of two steps. On a given step a player may either remove a piece or move a piece.

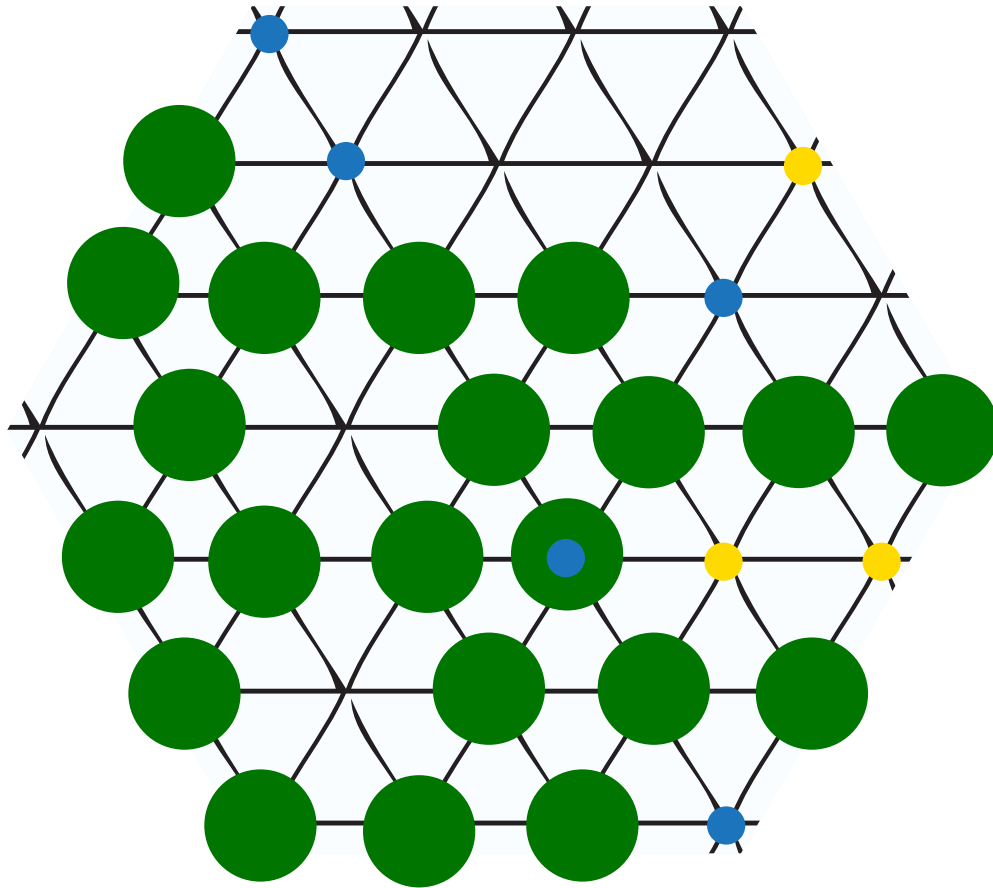
To remove a piece it must be completely surrounded on that step (no adjacent empty spaces).



The pieces marked with red are completely surrounded and may be removed.

To move a piece:

- There must be an empty space to move it to along the 6 directions of the hex grid.
- It must pass over at least one other piece.
- The destination space must have at least one of its adjacent spaces occupied.



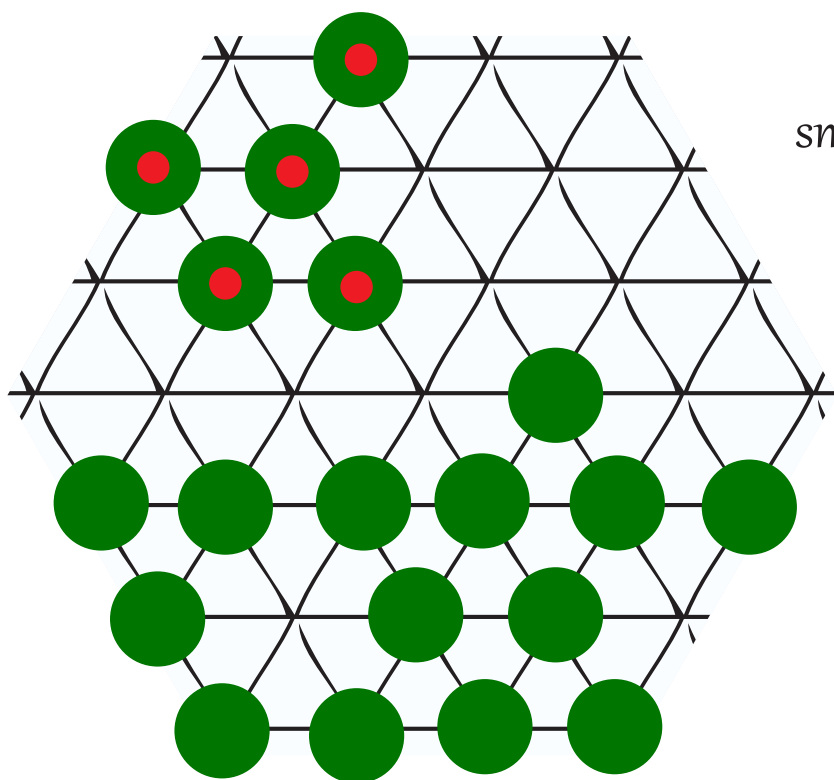
The piece marked with blue may move to the empty spaces marked with blue.

Notice that the spaces marked with yellow each fail to satisfy one of the three conditions.

There can only be one "group" (pieces connected by adjacencies) on the board after a step.

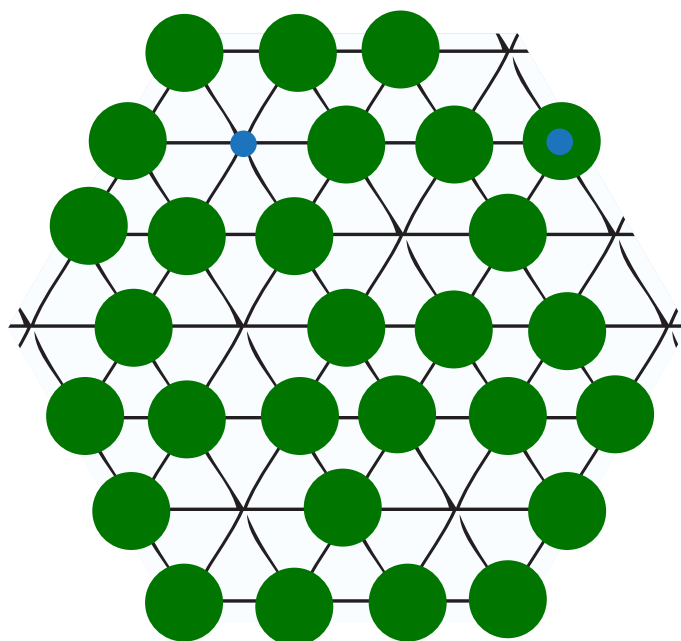
If there is more than one group on the board after moving a piece (which could be referred to as "splitting") then all but the biggest group are removed to complete the step.

If the biggest groups are of equal size then the player may chose which one to leave on the board.

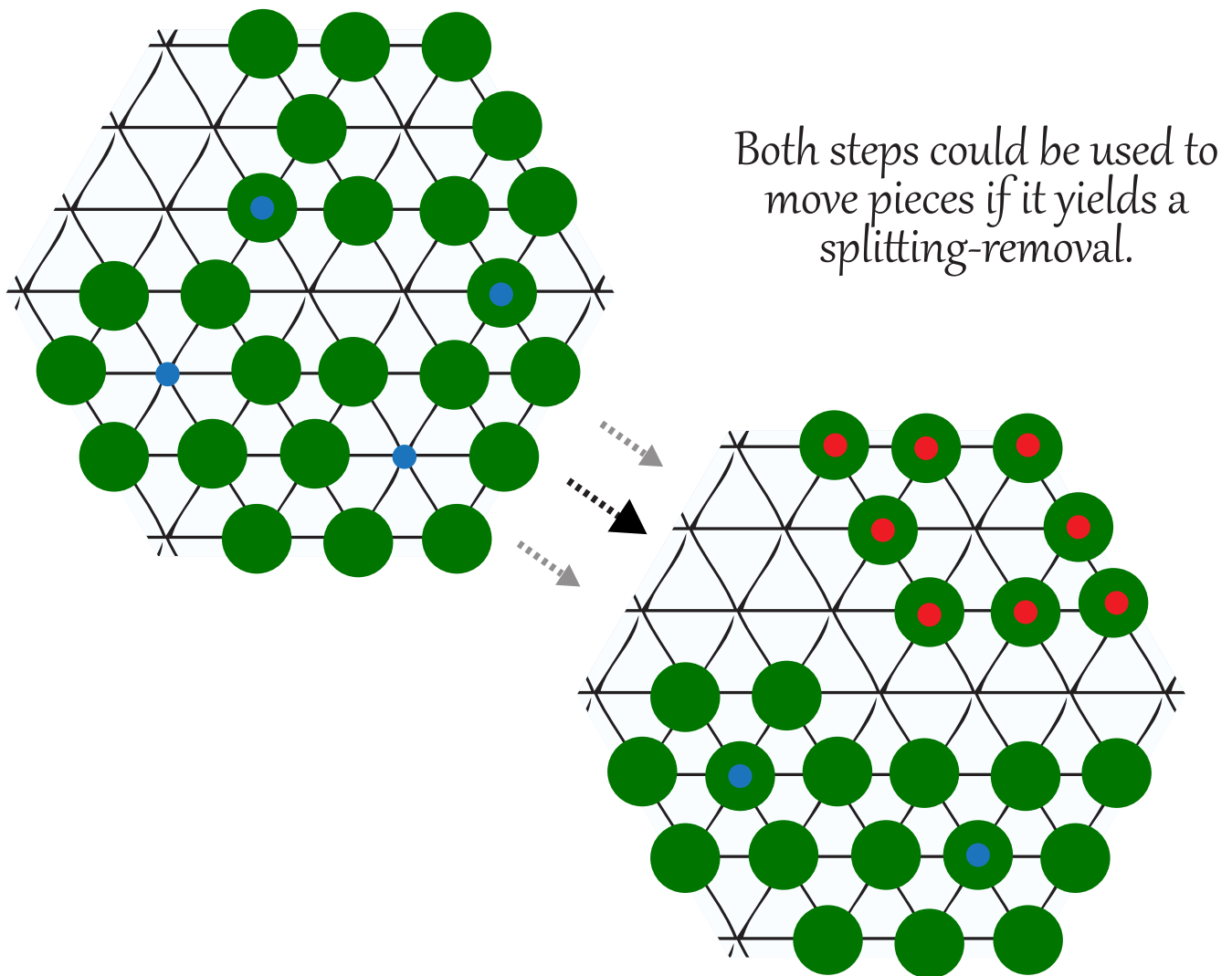


The group marked with red is smaller than the unmarked group and must be removed.

At least one piece must be removed from the board on every turn (either directly or by splitting).



For example, the first step of one's turn could be used to move to a space that completely surrounds a piece. Followed by a removal for your second step.



The game ends when only 2 pieces are left in play.

If a player cannot find a way to remove at least one piece on their turn (while there are more than 2 still in play), then they lose.

Players can't pass entire turns, but they may pass single steps.

Once the game ends, whichever player has removed more pieces (either directly or by splitting) is the winner. So they should keep their removed pieces organized as they play

Whichever player moves first could have a substantial advantage. Giving player-one only a single step on their first turn alleviates those feelings considerably.