



INTRODUCTION

Bide is a combinatorial abstract strategy game for 2-6 players, played on the points of a tri-gridded hexagonal board which is initially empty. The goal is to make the highest-scoring group by creating "shock waves" when placing the discs.

EQUIPMENT

- Hexagonal board (61 points).
- 32 Red discs (Player 1),
- 32 Blue discs (Player 2),
- 22 Yellow discs (Player 3),
- 17 Green discs (Player 4),
- 15 Purple discs (Player 5),
- 12 Grey discs (Player 6).
- Carrying case.

DEFINITION

Group: a collection of all connected (adjacent) discs of a single color. To score a group, add up the scores of all its discs.

SETUP

Place the board in the middle of the playing surface. Set aside the discs by groups of colour (as many groups as players). These are the 'pools'.

Determine the starting player by any peaceful means.

HOW TO PLAY

Players take turns in clockwise order. At the beginning of your turn, pick a new disc from the pool of your colour and keep in your hand (or before you).

On your turn, you can do **one and only one** of the following actions.

- **Bide:** Keep the disc (and any other discs already in your hand).

- **Play:** Put the disc on an empty point on the board.

- **Release:** play every disc in your hand, in succession. Players may only release if they had at least one disc in hand before that turn. If a player releases, all opponents

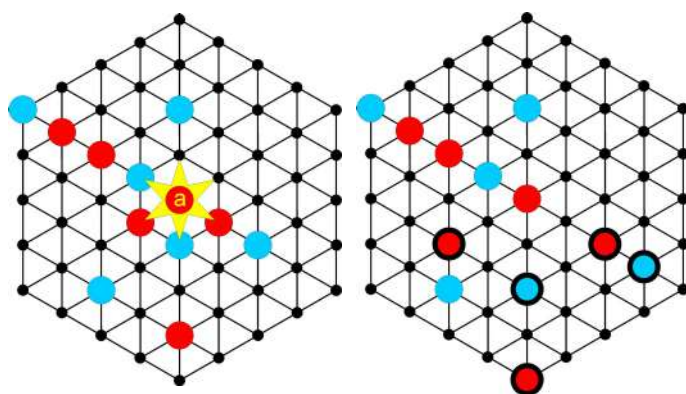
must immediately release next turn, including their disc for that turn.

When a disc is placed, it creates a "shock wave": all adjacent discs move one space in the direction radially outward from the placement.

If there are multiple **connected** discs, adjacent to the placed disc, positioned **directly in the line** of the shock wave, they all move one space.

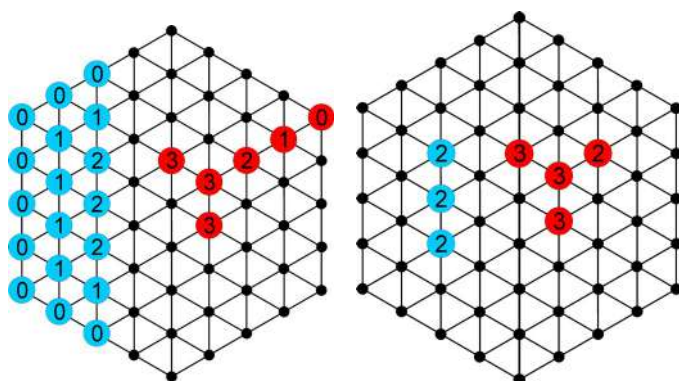
If this causes a disc to become adjacent to another disc directly in the line of the shock wave, that disc also gets pushed one space (becoming adjacent along a different grid line does not count).

Discs cannot be pushed past the edges of the board, and lines that are full between the edges and placed disc **do not move**.



Example shock wave. A disc placed in 'a' pushes other discs away. Affected discs indicated with a black border.

When the board is full, players score the position. Each disc is worth points equal to its distance from the nearest edge (starting at zero). The player with the highest scoring group wins. If tied, remove the outer-most ring of pieces and re-score, repeating this process until there is a winner.



A scored position (assuming all other points are full of lesser-scoring groups). Red/Blue groups scoring 12 each are subjected to shrinking board tiebreak. After removal of outer rings, the final score is 11 to 6 in favor of Red. Left/right diagrams show positions before/after tiebreak.