Pynn

2020, Daniele P. Morelli, https://www.automorph.net/pyyn

Pyyn is a game between two players, black and white, on a board made of hexagonal tiles. There is only one kind of piece for each color. Pieces are called 'stones'. When a game starts, the board is initially empty. Black begins.

During their turn, players put two stones on the board, except for black's first move, which consist in dropping just one stone.

A player loses when he/she has no way to place two stones during their turn. So, to win, you must secure more territory than your adversary during the game.

In general, players can place their stone in any empty tile, but they can never place a stone such that a bi-color triangle is formed. A bi-color triangle is a triangular shape made of three stones, not all the same colour.
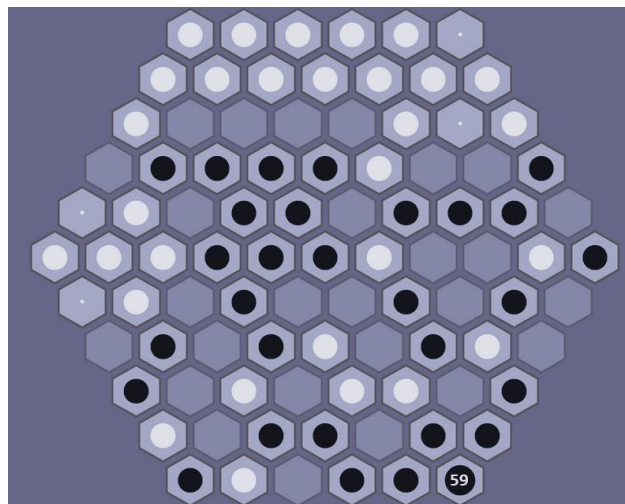
game won by White

Variants. The basic set of rules allows for some variants and modified versions of the game. For the time being, the following variants are supported:

- *Standard*: Standard variant consists of the basic rules explained in the previous section.
- *Connected*: Connected variant adds the requirement that any new stone must be placed near to an existing stone. In this case the first move by black is set by default at the center of the board. This allows for some kind of subtle strategic twists, while also reducing the number of available moves during a given turn, making the game computationally simpler.
- *Mixed* variant behaves like standard until a stone is placed near to another of the opposite color. From that moment on the game follows the connected rules.