

Foreword

Selbu was developed in memoriam of the great designer of abstract strategy games, David L. Smith. It is inspired by his two geometric tile laying games, Spangles and Andantino.

The name is taken from the Norwegian village of Selbu, where their knitting traditions has produced the beautiful knitting pattern sharing it's name. Those who are curius need only search for the beautiful "Selbu Rose", which adorns sweaters and mittens all over the country.

This print and play version gives you all you need to play Selbu. The rules, some vocabulary and the geometry for printing both on a printer and a laser cutter.

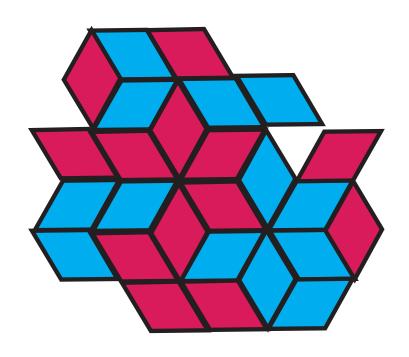
by Emil Danielsen (August. 2020)

Rules

Each player takes turns placing petals next to another petal on the table so their edges touch. Each player has a total of 24 petals. If neither player has won when the last petal is played, a draw is declared.

There are two win conditions in Selbu. Either make a hexagon from three petals, or surround one or more of your opponents petals. A group is surrounded if there are no edges from which to play for that group.

It is not allowed tomake a hollow space in the shape that cannot be filled, like red has done here. Holes that can be filled are allowed.

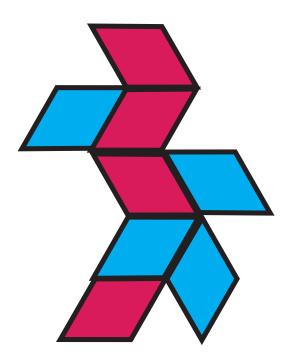


The anti Ladder rule.

There is an easy way to force a draw, which normally does not come up in games, but which requires a rule to mitigate.

In this illustration red as started a an ascending ladder on the top.

Red could indefinetely continue this pattern until the pieces were used up to force a draw.

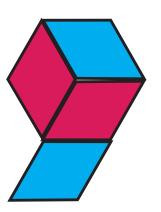


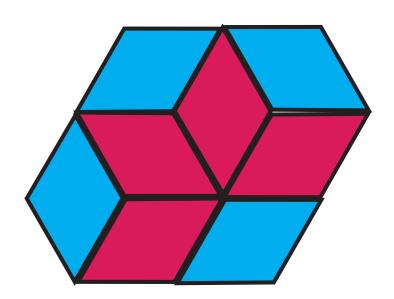
To stop this, a player is forced to play away after the third "rung" on the ladder, as shown here. On the next move red would be forced to play somewhere else. This is called the anti ladder rule.

Rose Attack

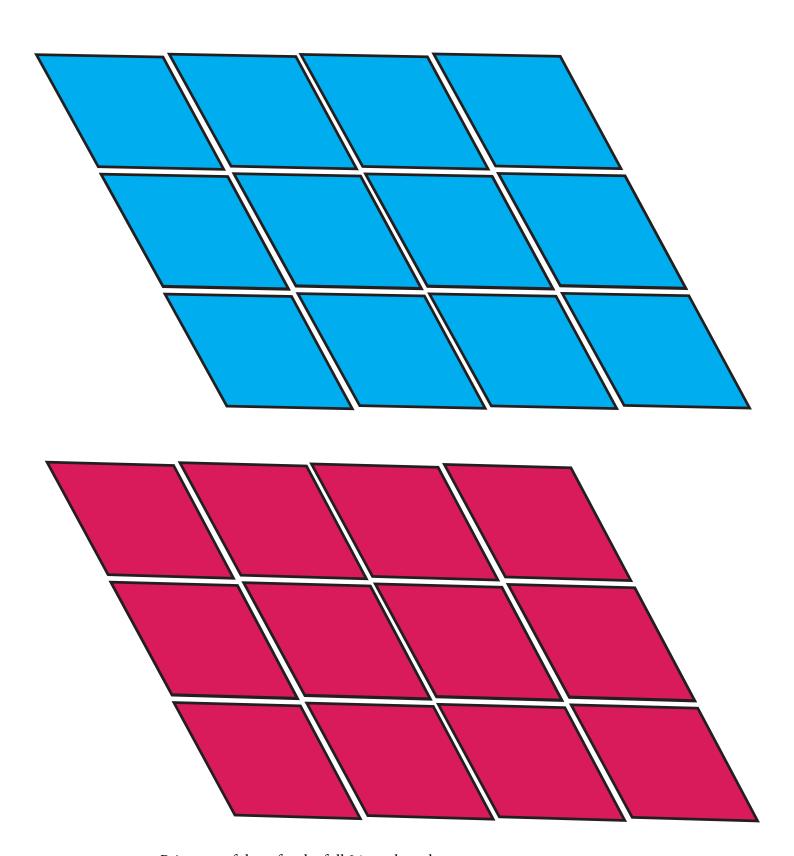
A comon way to attack is to place your petal to make a wedge, like this.

This creates a threat of winning by making a hexagon, so the next move is forced. After that the player can continue the pattern like this, forcing a new move and so on.





This is called a "rose attack" because it produces a the "Selbu Rose" after which the game is named.



Print two of these for the full 24 petals each