

Storisende

By Christian Freeling, 2018

[Rules written by Peter S. (ErsatzDragon)]

Storisende is a game played on a field of hexes; “field” because the board can be just about any shape, though a 4x hexagonal board of hex cells is common.

Goal:

The goal of Storisende is to control the most territory at the end of the game.

Glossary:

Cell: one hex or space on the game board.

Pasture: a cell that has been upgraded by being vacated by a stack, that is worth points at the end of the game.

Stack: one or more pieces belonging to the same player in the same cell. (Note that a cell should never have pieces from more than one player in it!)

Territory: a contiguous group of pastures.

Vacated: a cell is vacated when the entire stack of pieces in it are moved to another cell.

Wall: a cell that has been upgraded by being vacated by a stack, that is not worth points and impedes movement.

Setup:

Decide on a board and a start player. The start player places a stack of two pieces into any cell on the board. The second player then has the option of either becoming the start player (and accepting that placement as their own first move), or of placing two pieces of their own into any empty cell on the board.

On your turn:

On a player’s turn, that player may either move one of their stacks or pass. (Note that a player that chooses to pass may choose to move again on their next turn, and conversely a player may be forced to pass if they cannot make a legal move.)

Movement:

Stacks move in straight lines across adjacent hexes (keeping to the six “cardinal directions” of the board), and unless they are on a wall they move a number of spaces equal to the number of pieces in the stack being moved (no more, no less).

A stack leaving a wall cell may move any distance, though is still limited to moving in a straight line.

Stacks may be split before moving. For example, if there is a stack of three pieces in a given cell, a player may choose to move a stack of two from that cell to a cell two spaces away, leaving a stack of one behind (which, in this example, does *not* vacate the starting cell).

Stacks may move onto other stacks.

If a player moves one of their stacks onto another of their stacks, their stacks merge.

If a player moves one of their stacks onto an opponent's stack, the opponent's stack is removed from the board (return the pieces to their supply).

Stacks may not move onto wall cells, even if a stack is already on the wall cell.

Stacks may jump over wall cells if that player also has a stack on each wall cell being jumped, or if the stack being moved is leaving a wall cell.

Stacks may not move onto empty spaces.

Stacks may jump over empty spaces if there is a valid place to land (possible if the board has gaps, such as a donut-shaped board with a "lake" in the center or a board with several "fjords").

Upgrading:

The first time a cell is vacated by a stack, it is upgraded to a pasture unless doing so would cause two separate territories to merge. If upgrading the cell to a pasture would merge two separate territories, it is instead upgraded to a wall separating the two territories.

If a cell is upgraded by a stack of exactly two pieces, then that player also adds a new piece to the freshly upgraded cell. (Note that this is the only way to add new pieces to the board, and the only way to get a stack on a wall cell.)

Game end and scoring:

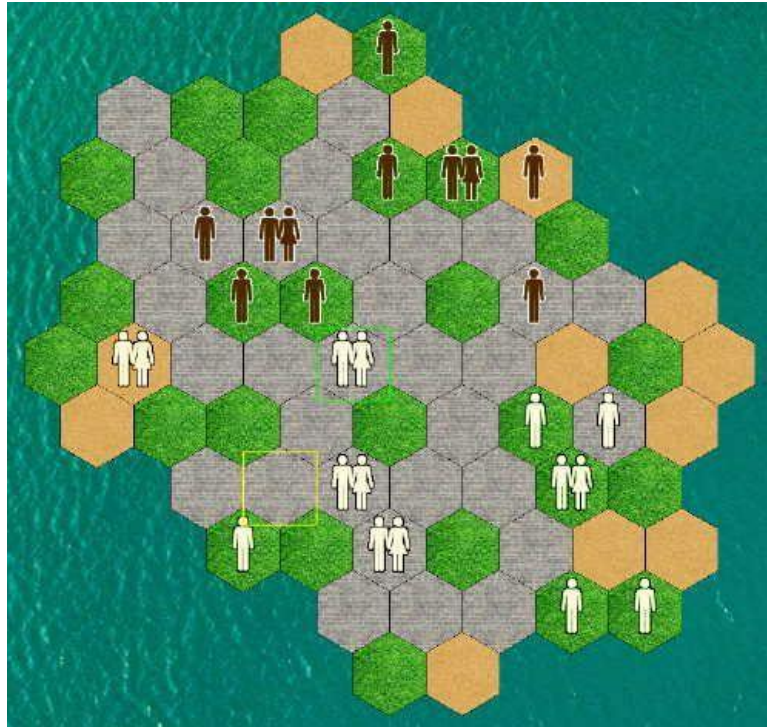
The game ends when both players pass consecutively. *Be careful not to pass if you're not winning!*

At the end of the game, all cells that have not yet been upgraded become pastures, even if this would merge separate territories.

Then, all territories are checked for control. A territory is controlled by a player if, and only if, they are the only player with pieces/stacks in that territory. (Note that contested territory where both players are present, and uncontrolled territory

where neither is present, is not scored. Also, walls are not territories, they do not score, and stacks on walls do not affect control.)

Players then count the number of pasture cells in territories they control. The player with the most is the winner.



A middle game position