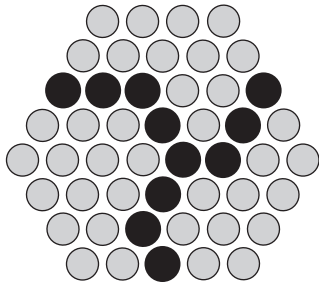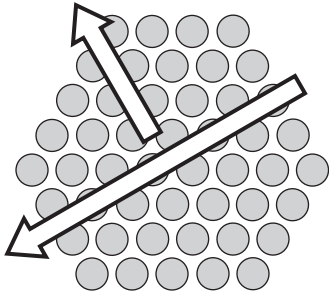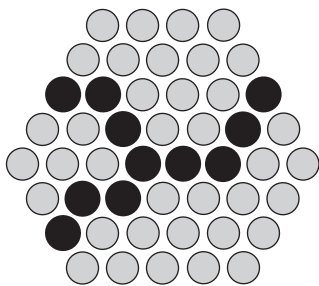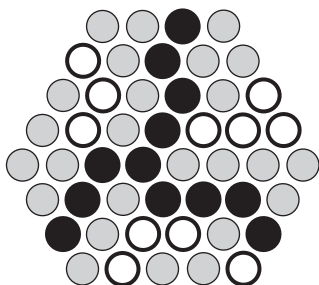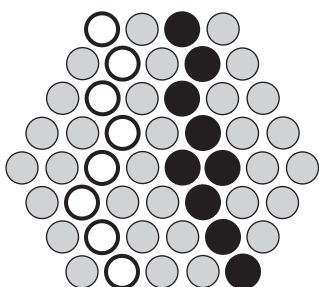# STARBOARD Y

Fig. 1 - Disjoint Y

Fig. 2 - Directions

Fig. 3 - Starboard Y

Fig. 4 - Black wins

Fig. 5 - Black wins

INTRODUCTION Starboard Y is a two player game played on a hexagonal pattern grid in the shape of a hexagon. The sides of the hexagon alternate in length between n and n+1. In the examples the sides are of length four and five.

Each player takes possession of an entire set of stones of one color, black or white. Draws and ties cannot occur in Starboard Y. Mark Steere designed Starboard Y in February 2008.

STONE PLACEMENT Players take turns adding their stones to the board, one stone per turn. Black makes the first placement of the game. Each player will always have a placement available on his turn and must make one.

PATH TYPES A "disjoint Y" connects three non-adjacent sides. See Figure 1. A "starboard Y" connects two opposite sides and a third side described as follows. Any pair of opposite sides is comprised of a long side and a short side. Define the "forward direction" between the two sides as the direction from the long side to the short side. The "starboard direction" is rightward from the forward direction. In Figure 2 the large arrow shows the forward direction between the two sides and the small arrow shows the starboard direction.

A starboard Y connects two opposite sides and a third side starboard of those two sides. Figure 3 shows a starboard Y.

OBJECT OF THE GAME The first player to form either a disjoint Y or a starboard Y wins. In Figure 4 Black has won with a disjoint Y.

In Figure 5 Black has won with a starboard Y. Note that corner cells are part of both adjoining sides.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Starboard Y for online or offline play. No licensing fee or royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.