

PO-GO

A board game for 2 players
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INTRODUCTION

In **PO-GO** (which stands for **Polarity-Go**) 2 players alternate turns placing two of their discs of opposite polarity on the board, the goal being to have the largest contiguous group of adjacent discs in either polarity.

MATERIALS

- a hexagonal board of 5 hexes per side
- 31 white and 31 black discs
- 40 clear rings
- Carrying case

DEFINITIONS

The plastic discs with a ring over them are considered positive, while discs without rings are considered negative.

Group –set of connected friendly plastic discs of the same polarity (positive or negative).

SETUP

Board starts out empty.

One player plays with the black discs the other with the white discs and both players share the clear rings.

PLAY

White starts by placing one disc of her colour with or without a ring onto any empty cell on the board.

Then Black places two discs of her colour with or without a ring onto any two empty cells of the board.

From now on, players alternate turns placing two discs on the board; one **of each** polarity.

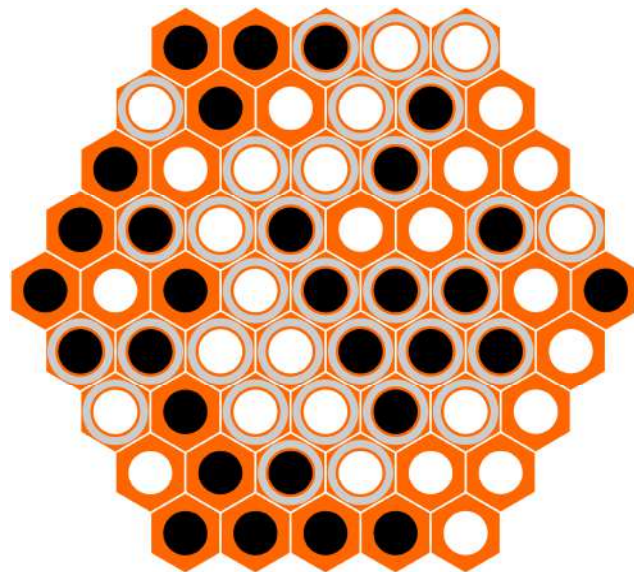
When a disc is placed, change the polarity of all surrounding discs to the polarity of the played disc (by adding or removing rings accordingly).

The game ends when the board is full.

GOAL

The player with the largest group of either polarity at the end of the game wins.

Ties are broken by the next group size and so on.



Endgame example: White wins with a group of 12 positive discs