

Lines of Fixation

An abstract game for 2 players designed by Kanare Kato, inspired by Lines of Action.

Component

- A Hex-hex board with 61 hexes
- 36 stackable game pieces of 2 color (18 for each)

Setup

Place each 9 of 2-height stacks on outmost hexes as the diagram right.
Decide which player use which color in any adequate way.

Stacks

Each stack is owned and controlled by the player of topmost disks color.

Single disks are also considered as 1-height stacks.

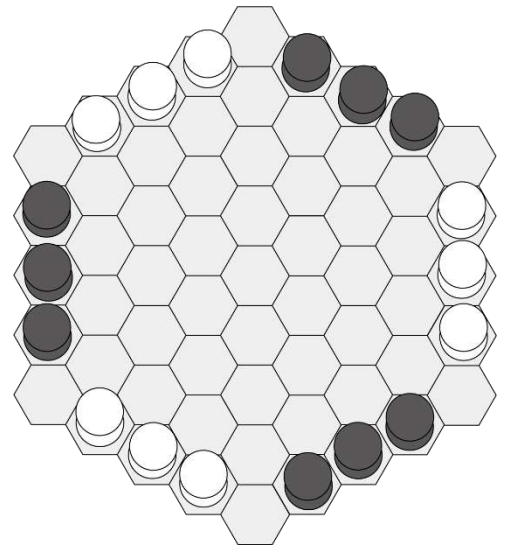
If a stack is consisted of one-color disks, it is “mono-color stack”. If consisted of two-color disks, it is “bi-color stack”.

Object

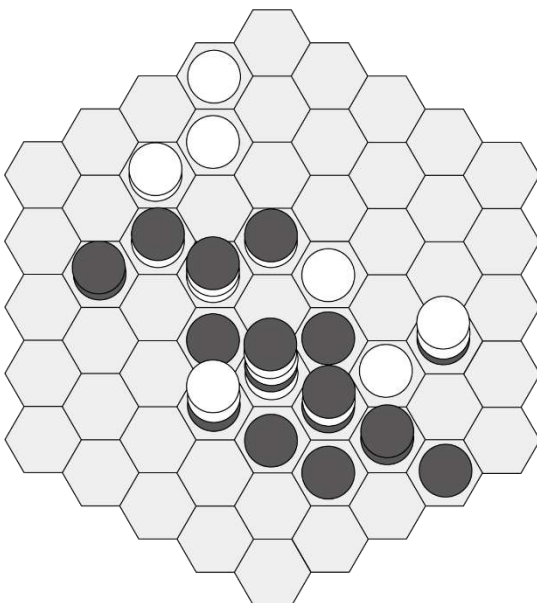
Make all stacks you control adjacent each other as a group.

You can also win by having two bi-color stacks of 6-height.

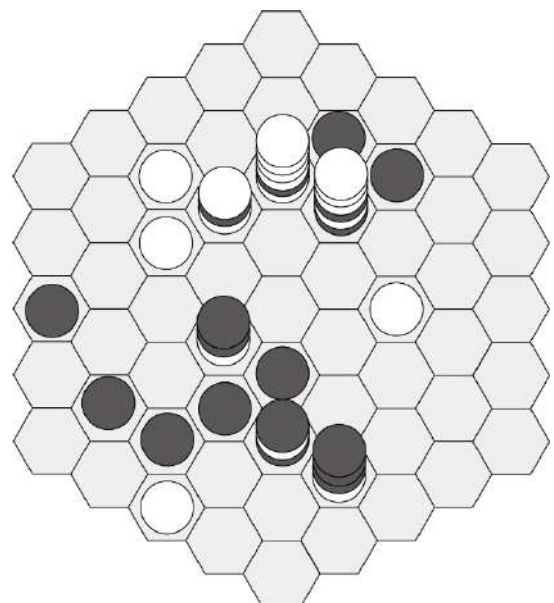
If two players got those groups or stacks simultaneously, who have just made move is win.



Initial setup



Black won by connecting all own stacks.



White won by having two 6-height bi-color stacks.

Gameplay

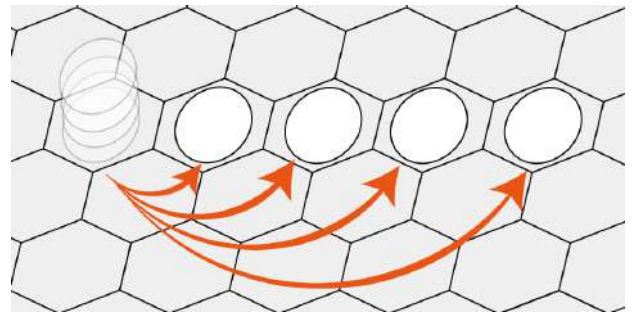
Player of light color goes first, alternate turns making one move with one of own stacks, as explained below.

Pass is not allowed. If you have no legal move on your turn, you lose immediately.

You may not make the board same condition twice.

Moves

Stacks must move a straight line the distance exactly same to its height, dropping bottom disks exactly one by one for each hex. Otherwise, stacks cannot move. The hex where the stack originally resided must become empty.



Move of a 4-height stack. The topmost disk goes on the farthest hex.

Dropped disks may get on other stacks either control. If a stack changes its owner as a result of a move, it is “capture”. If a stack does not change its owner but added its height, it is “merge”. Capture and merge sometimes occur simultaneously.

Capture is semi-mandatory. If your 3- or more height mono-color stack can make capture at the beginning of your turn, you must do with it. If there is two or more those stacks, or several targets in different directions, you can choose between them (Maximum capture are not compelled).

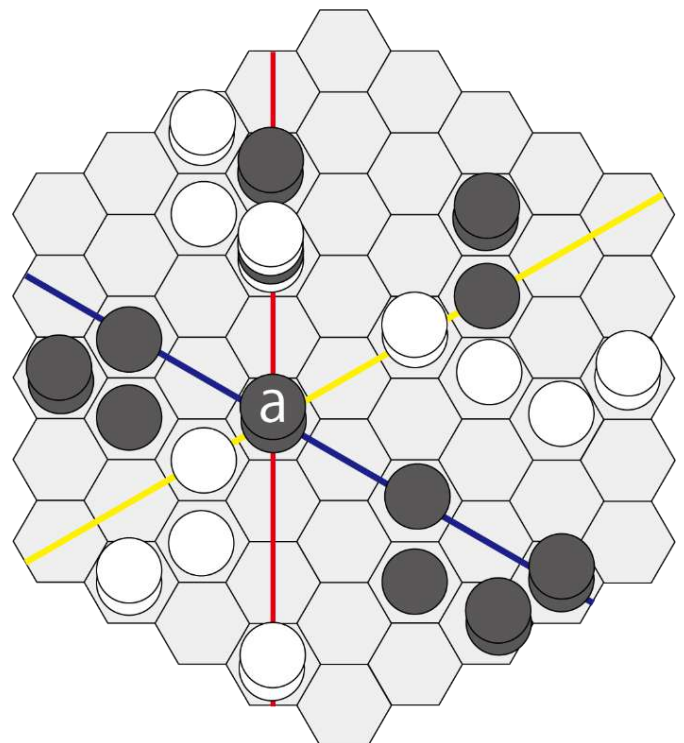
The maximum stack height is 6.

Move, capture and merge have constraints in the game progress as explained below.

Constraints (Fixation)

If you do not have the highest stack on a straight line, your stacks on the line cannot make any move along the line.

If both of you and your opponent have the highest stacks of same height on a line, your stacks on the line can move and merge but cannot capture (include the case that you drop opponent's disk on your stack).



The 2-height black stack indicated with "a" cannot make any move along the red line, because black have not the highest stack on the line. The stack also cannot move along the yellow line, because both players have highest stacks on the line but "a" cannot move without capture. "a" can move along the blue line.