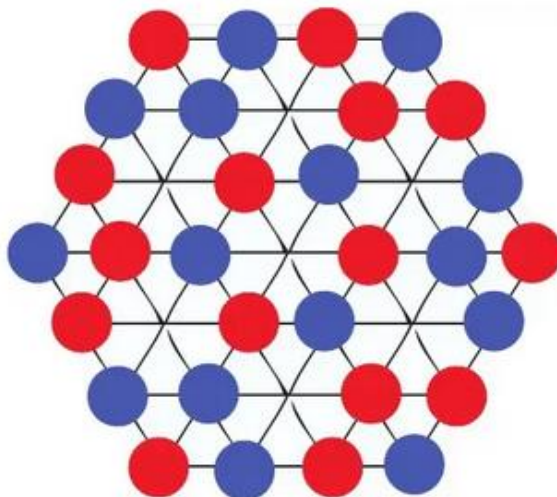# BLOB

A perfect-information, abstract strategy game for two players. The game is played on a base 4 hexagon-tesselation with 15 blue pieces and 15 red pieces.

The board begins with the pieces oriented in a radially symmetric fashion. It is best to have pieces of a given color as spread out as possible from one another.

The most popular starting position.

This one is also quite popular.
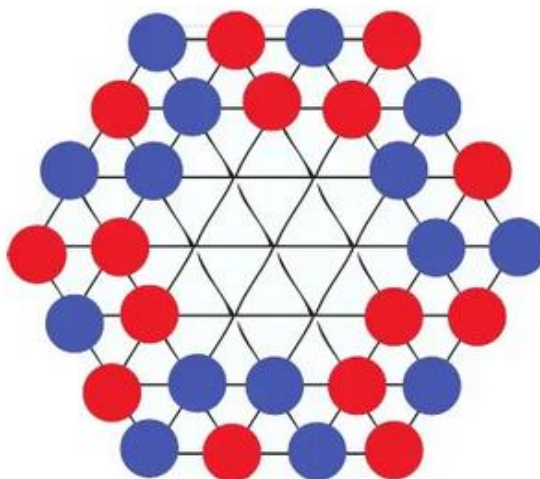
Each turn consists of two steps. On a given step a player may move a piece of their color onto an adjacent space. If the destination space is already occupied then the occupying piece will be "pushed" to the next adjacent space (displacing the next piece in the line, in the same fashion, if it is an unbroken line of occupied spaces).
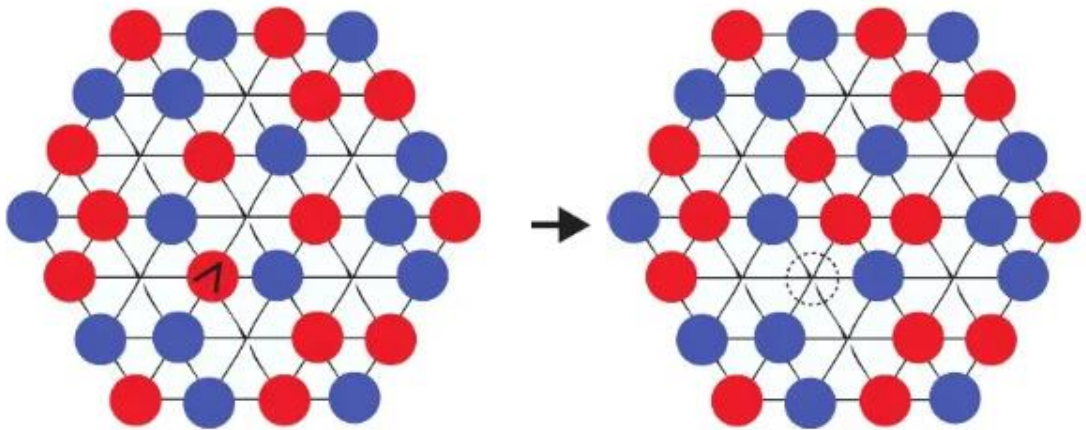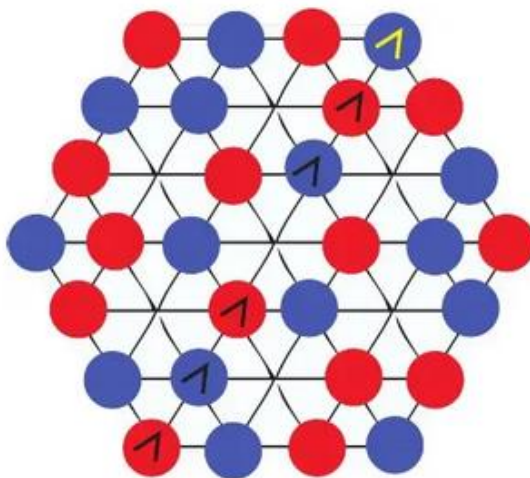

Here red moves to an empty space
so no other pieces are affected.
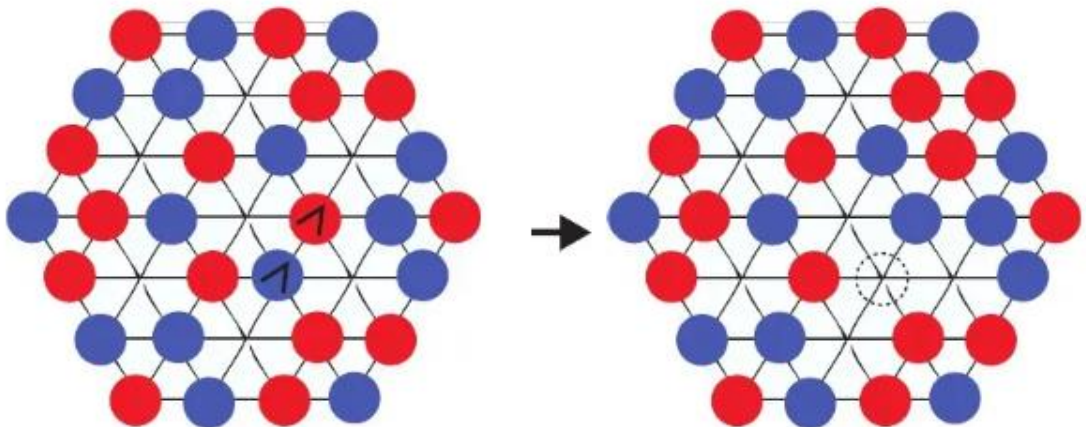
Here the blue piece displaces the piece
occupying it's destination space.

If a piece on the edge of the board must be moved off of the board then it will be placed onto the space on the opposite side of the board along that line of movement (displacing any occupying piece in the same fashion)
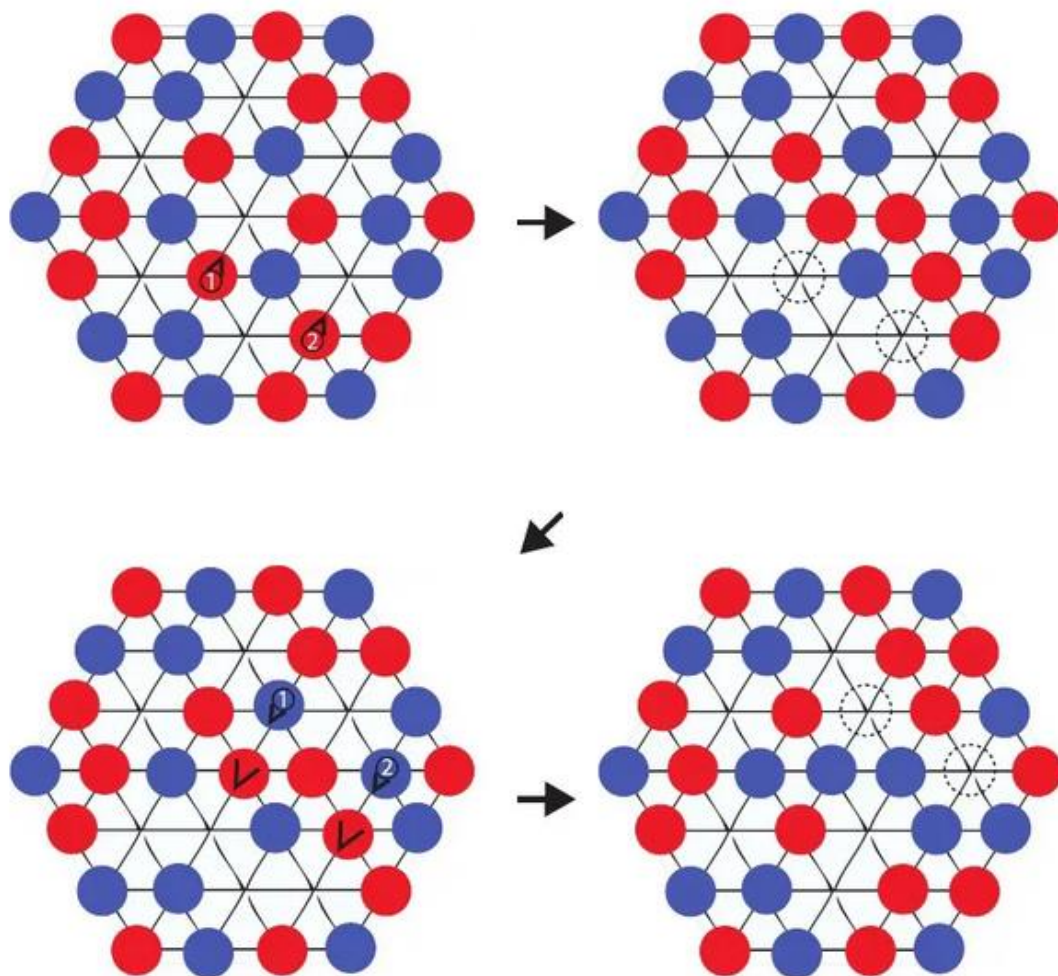

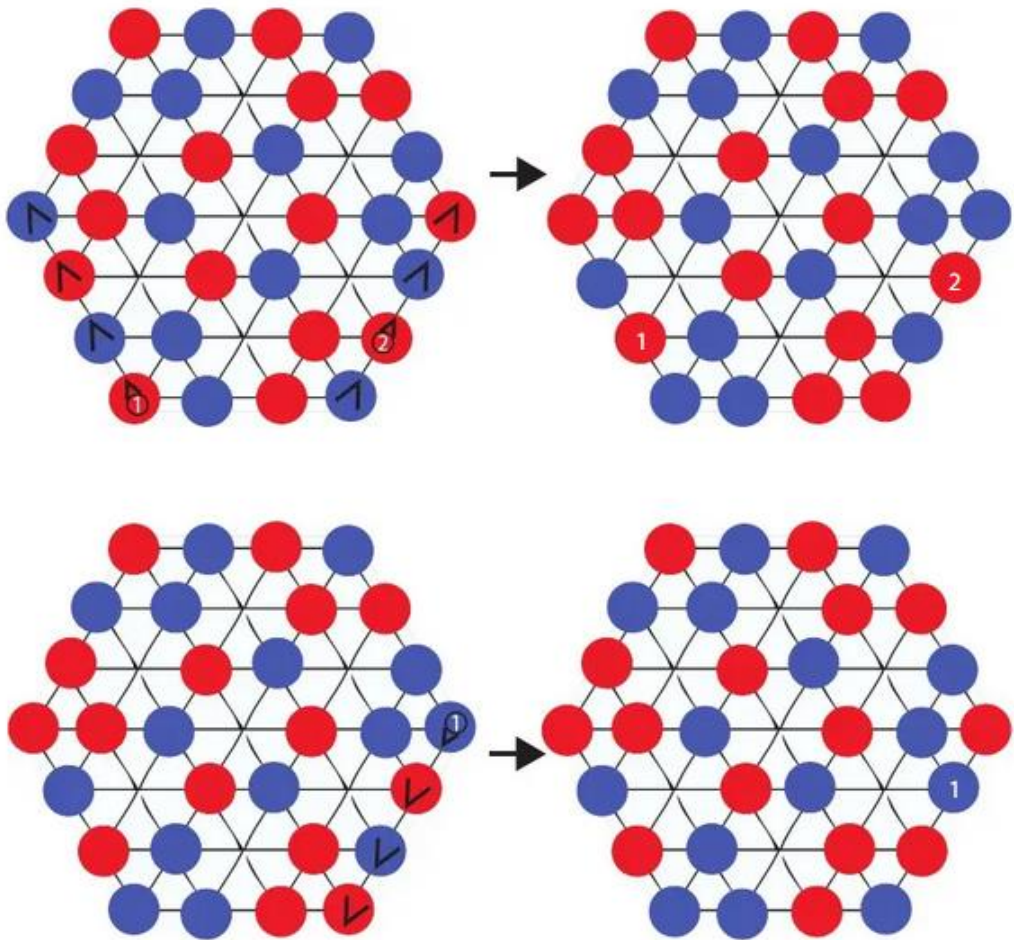The blue piece marked with yellow demonstrates this phenomenon.
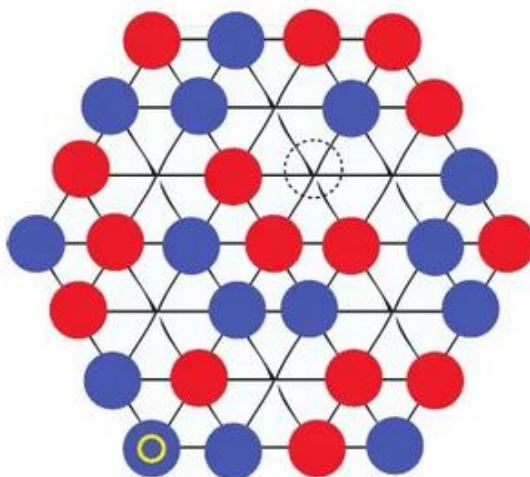
A board position (defined as it's state between turns, not steps) may never be repeated BY THE SAME PLAYER.


Here blue has "undone" red's turn but notice that the board position has not repeated. This is totally fine.
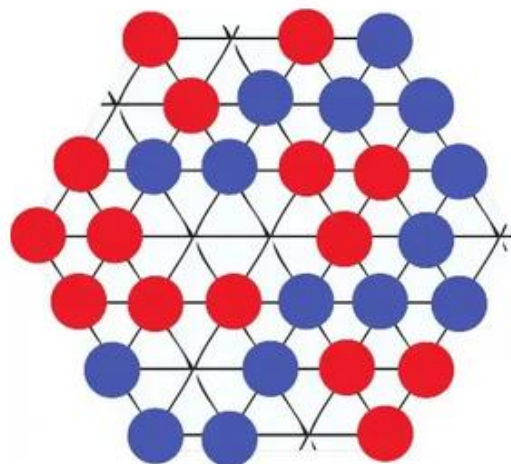
Notice that by undoing reds second step with his first step, blue has repeated the board's position from halfway through reds turn. Since this uses the board's state between turns it's ok, but now blue could not undo red's first step withought repeating the top-left position.

The win condition is to arrange all the pieces of one's own color into a single contiguous group.
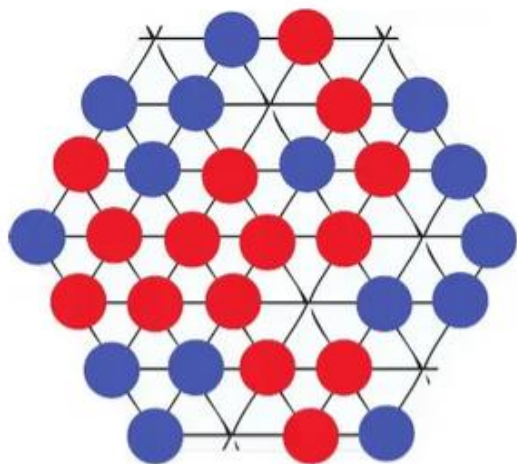
Red has won!   Blue has won!

If both colors have a single group after a turn then whoever played the turn is the winner.

A player may pass one or both steps of their turn (but shouldn't ever want to).

If the player who moves first gets to use both steps on that first turn they will have a substantial advantage. The game is more balanced if the player to move first only gets to use one step on that first turn with the game played normally from then on.