ConHex

A strategy board game for 2 players by
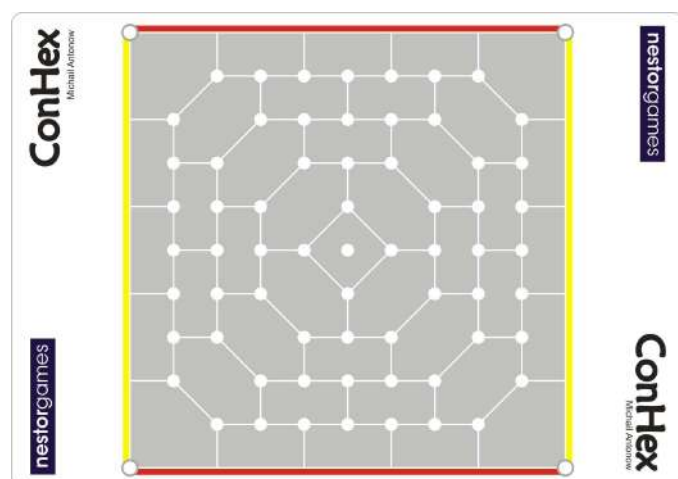**Michail Antonow**

INTRODUCTION

ConHex is an abstract strategy game for two players, 'Yellow' and 'Red'. Both aim to complete a contiguous chain of connected cells between the 2 sides of their colour. Draws are not possible.

Cells are claimed by 'conquering' them. In order to conquer a cell, players must surround it with pegs.

MATERIAL

- A ConHex board with 41 cells and 69 'holes'.

- 26 rectangles of each colour.
- 26 pegs of each colour.
- Carrying case.

GAME RULES

Each player has an allocated colour. *Red* starts. The game is played in turns.

On his first move, *Yellow* may elect to swap colours (swap option). This is to prevent overly strong opening moves.
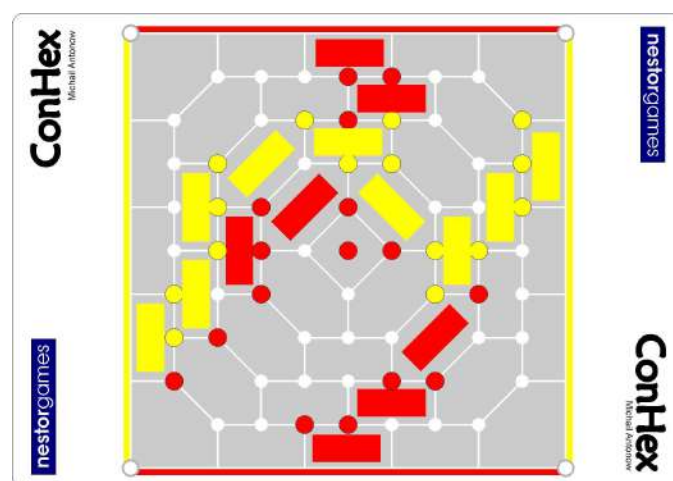
Each turn the current player places one of their pegs on an empty hole, which may conquer one or more cells. A cell is conquered by the first player to occupy at least half of its surrounding holes. A yellow rectangle is placed on cells conquered by *Yellow*, and a red rectangle is placed on cells conquered by *Red*.

The central cell, which has five holes, is conquered by the player who has occupied **any three** of these holes. No rectangle is needed to be placed in this case.

The first player that completes a contiguous chain of connected cells of his colour between the 2 sides of his colour wins the game. Ties are not possible.
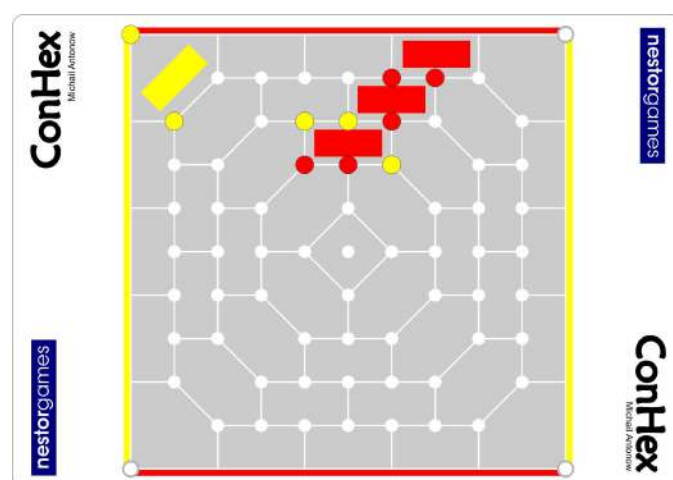
Example: *Yellow* has conquered the top left cell and *Red* has conquered the other three coloured cells. The lower red cell is surrounded by three pieces of each colour, so we know that *Red* must have placed their third piece there before *Yellow* did.

Example of a game won by *Yellow*.