

Stigmergy

Stigmergy is a drawless territory game for two players: Black and White. It is played on the spaces (*cells*) of an initially empty hexagonal grid of hexagons (*board*).

Stigmergy is based on Michał Zapata's [Tumbleweed](#).

Definitions

Two stones, or a stone and an empty cell, see each other if they lie on the same straight line of adjacent cells and there are no other stones between them along that line.

You *control* a cell if the number of stones of your color seen by that cell is greater than half the number of cells (empty or occupied) adjacent to that cell.

Play

Black plays first, then turns alternate. On your turn, perform exactly one of these actions:

- Pass, provided that there are no empty cells or every empty cell is controlled by some player.
- Place a stone of your color on an empty cell not controlled by your opponent.
- Remove an enemy stone from a cell you control and place a stone of your color on that cell.

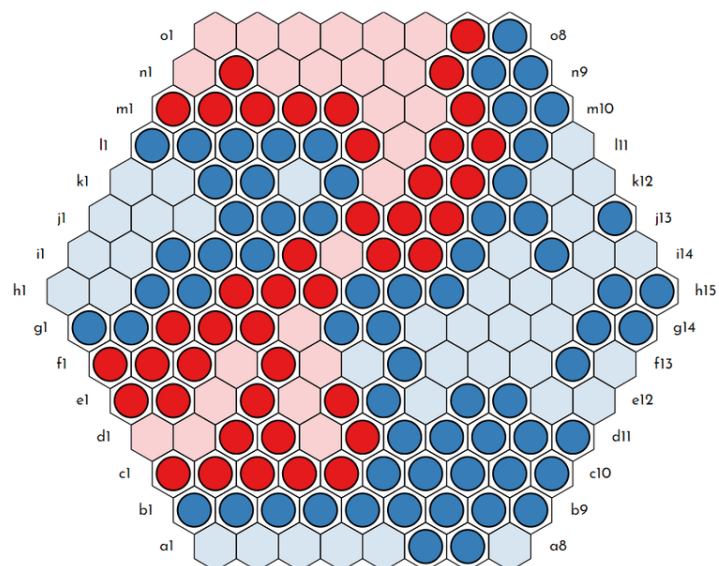
The game ends when both players pass in succession. The player with the higher score in the final position wins. Your *score* is the number of stones of your color on the board, plus the number of empty cells you control, plus komi in the case of White. The button is used to avoid ties.

Komi and button

Komi is the whole number of points that is added to White's score at the end of the game as compensation for playing second. Before the game starts, the first player chooses the value of komi, and then the second player chooses sides.

Alternatively, experienced players may agree on a standard value for all games.

The *button* is a special token that is placed next to the board at the start of the game. It is only used when komi is an odd number. On your turn, if neither player has taken the button yet, you may not pass, but you may take the button instead of making a board play. At the end of the game, a half point is added to the score of the player who has taken the button.



[BGG description, Steve Metzger, Luis Bolaños Mures, 2021]