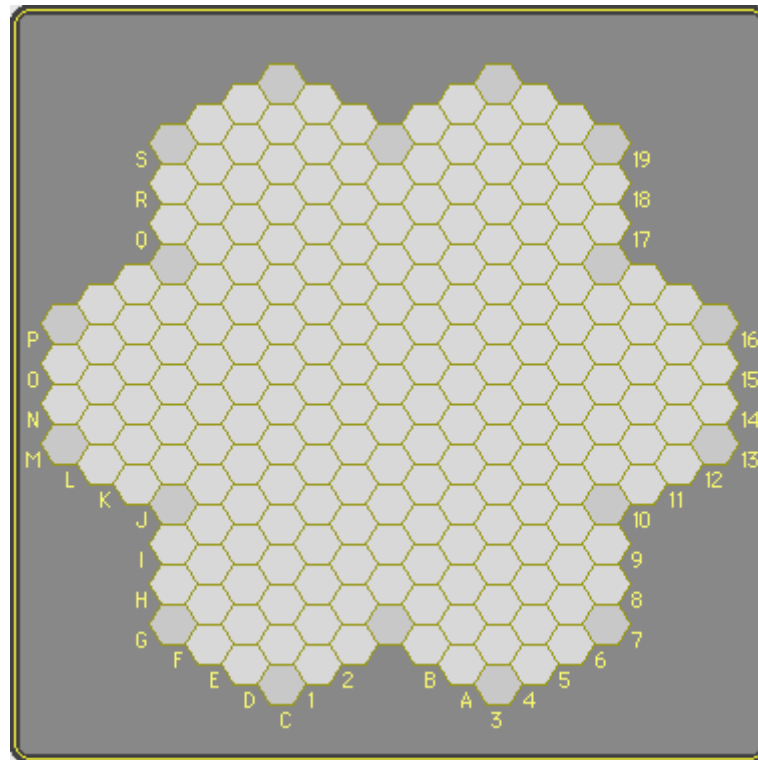


Starweb

By Christian Freeling 2017, <https://mindsports.nl/index.php/arena/starweb/738-starweb-rules>



Rules

The game starts with a pie and the players, black and white, take turns to place one stone on a vacant cell.

Like coloured connected stones form a group. A group containing 'n' corners is worth ' Σn ' points.

Σn equals $n+(n-1)+(n-2)+\dots+1$ and is called the 'triangular score'. It means that of a group containing corners the first corner is worth 1 point, a second is worth 2 point, a third 3 points and so on. A group containing 4 corners is thus worth $1+2+3+4=10$ points. A formula for Σn is: $n*(n+1)/2$.

A player may pass without losing the right to move next turn. The game ends when both players pass on successive turns.

The winner is the player with the highest score. If scores are equal, the player who placed the second stone on the board wins.

Starweb strategy

Starweb is very similar to [Havannah](#) in both strategy and tactics and the relation between them. Where Havannah strategy is framed in the 'safety versus speed'

dilemma, it is the 'equality versus minority' dilemma in Starweb. The game has 18 corners and their distribution and the way they are connected makes up the final count. 'Equality' means that both players occupy 9 corners, 'minority' refers to a 8/10 distribution (or 7/11, but you can only play that kind of minority against beginners). The minority player sacrifices a corner to prepare a cut of a potentially large group of the opponent and get more influence in the center, where it eventually all will be decided. It implies the use of groups that contain no corners and are as such without point value, but they cut the opponent's groups to lower their score.

About Starweb

Starweb, like [Symple](#), is a descendant of [Star](#), but not a consciously pursued one. The last game before it came from december 2014 and I had since lived without any inclination to invent any more games, but it just dropped in my lap in 5 seconds.

Star features an incentive to connect groups by giving any new group an 'original sin' penalty. So joining two groups gets rid of one penalty. Symple also features this mechanism. In Starweb the incentive to connect groups is the 'triangular' scoring mechanism and its inherent incentive to connect groups. But unlike a penalty based mechanism, it distinguishes between connections of different value, thus changing the strategic landscape. It makes for a game that is very similar to [Havannah](#) in both strategy and tactics and the relation between them. The game is drawless because in case of an equal score, the second player wins. This makes the swap rule important because both the 'placer; and the 'chooser' are aware of this.