

Cavendish

[TLDR: Cavendish is just Pente on a hexagonal board]

Ref: <https://boardgamegeek.com/thread/308530/rules>

[Calvin Daniels](#) @Talisinbear Apr 22, 2008

so what are the exact rules of this one since they compare it to othello

[Steve Parsons](#) @swanstuff Oct 17, 2018

I've recently acquired a set (UK edition, via Geekmarket) which appeared complete but did not have a rules sheet. Nor have I seen evidence of a rules sheet in any sets advertised on other websites, so I assume that the brief text and diagram on the back of the box constitute the entire rules. These read:

HOW TO PLAY (for 2 players)

Object: To form a straight line of 5 or more consecutive pieces of your own colour, along the drawn lines.

How to play: One player takes red (o) and the other the blue (x) pieces. Each player in turn places one piece on the intersection of any triangle. The first to form a straight line of 5 or more in a row of his own colour wins. However, you can also improve your chances by **capturing pairs only** of your opponents pieces as follows:

```
  . . o
o x . .
. x o o . (the last four points in this row
. . x .   labelled A B C D; "." denotes vacant point)
```

In this position, the blue (x) player may capture the two red oo pieces at intersections B & C by jumping his piece from A to D at his turn, *instead* of placing a piece on the board, as follows:

```
  . . o
o x . .
. . . . x (the last four points in this row labelled A B C D)
. . x .
```

It is not compulsory to capture.

As the player who goes first has an advantage, he may not place his second piece

within 3 intersections of his first, in any direction. There is no restriction on the second player or on subsequent moves.

It is permitted to place pieces on intersections joining the outer perimeter of the board.

Steve Parsons [@swanstuff](#) Oct 17, 2018 (edited)

Expanding the above into a complete set of rules, with details based on the UK (Hiron Ltd) edition.

Note - I will refer to the pieces as 'red' and 'white', since that is what were actually supplied in this set, even though - as per the above - the box texts refers to them as 'red' and 'blue'.

CAVENDISH

An abstract strategy game for two players [conventionally referred to as 'she'/'her' and understood to refer to any gender] by Maureen Hiron, 1982/1986.

1. EQUIPMENT

- i) A hexagonal board, consisting of a gold coloured background marked with black lines. The playing area itself is a regular hexagon of side 21 centimetres, each side containing playing points at each corner and six more playing points spaced regularly between (ie 8 playing points per side, 3cm apart). The corresponding playing points on each alternate side are connected together by black lines, thus forming a lattice of equilateral triangles defining a hexagonal grid containing a total of 169 playing points, at the corners of each such triangle. Each of these playing points (including those on the perimeter) is available for play and they are hereafter referred to as 'points'. The board is made of thick cardboard, is designed to fold in four, and has a black border 3cm wide all round, bearing (in gold) the word CAVENDISH, and the name and copyright information of the publisher.
- ii) Sixty-four playing pieces, each in the form of a small plastic disc, 1.2cm in diameter and 0.35cm thick. Thirty-two of these discs are coloured red, and the other thirty-two are coloured white.
- iii) The set is provided packaged in a two-part black and gold cardboard box (base and lid, dimensions 25.2 × 21.6 × 1.7 cm) with summary rules on the reverse, and containing a two-part clear plastic insert (tray and lid) to hold the playing pieces.

2. OBJECT

To be the first player to form a straight line of five or more of his or her pieces, along the marked lines of the board.

3. HOW TO PLAY

- i)* Players allocate by any agreed method the set of red pieces to one of them, and the set of white pieces to the other, and they agree or randomly chose which of them is to start.
- ii)* The first player places one of her pieces on any of the 169 points on the board.
- iii)* The second player places one of her pieces on any of the remaining 168 points on the board. At no time may more than one piece occupy a point.
- iv)* The first player then places a second one of her pieces on any one of the remaining 167 points on the board, except that there must be at least three (vacant or opponent-occupied) points between her first and second pieces.
- v)* Continuing with the second player, players now take turns to play. On her play, a player must take one or other of these two options:
 - *a)* place a new piece of her colour onto any unoccupied point on the board; *or*
 - *b)* effect a capture, which is described in Rule 4.

Note that option (*a*) will only be available while the player has a stock of at least one unused piece still to play.

4. CAPTURING

- i)* Instead of placing a piece, a player may make a capture if one is available on the board.
- ii)* To effect a capture, a player lifts one of her pieces and moves it to the third point along any straight marked line, provided that it is vacant, and that the two intervening points are both occupied by opposing pieces. The two opposing pieces that have been 'jumped' are captured and are removed from the board.
- iii)* Captured pieces play no further part in the game and are not available for re-entry onto the board.
- iv)* Captures are never compulsory, unless one is available and no unused piece is available for placement on the board.
- v)* Multiple or 'chained' captures are not permitted.

5. THE END OF THE GAME

- i)* As soon as a player has five or more pieces in a straight line along a line marked on the board, she has won.
- ii)* If a player has no legal move (ie she has no unused piece to place on the board and there is no capture available), she loses the game.
- iii)* If the same two players are to play another game, the player who made the first move in the first game should make the second move in the new game.

Rules **4iii**, **4iv** (second part), **4v**, **5ii**, and **5iii** did not appear in the rules as printed and have been inferred.

An interesting variant may result if captured pieces are made available for re-entry - perhaps by the *capturing* player, who could strategically place one in order to capture two with her next move. It may also be interesting to experiment with ignoring rule 4v, by allowing chained captures. Also, the situation referred to in rule 5ii might be regarded as a stalemate and the game declared drawn.

[Philip DeWalt @Mudsharkbytes Jul 24, 2019 \(edited\)](#)

Today I picked up a “Great American Trading Company” copy of this game, the version with a dimpled pressboard hexagon and yellow and blue marbles. Mine came with the smallest printed rules I have ever seen, almost the size of a post-it note printed on both sides. The sheet duplicates the rules printed on the back of the box.

There are a few differences from those posted above:

The player that goes first does not have to leave three holes between their first marble and their second. “He or she may not place his or her second marble in any surrounding hole of his or her first” is all it says. Basically, you can’t place the second marble adjacent to the first but otherwise, you’re good.

The second difference is the addition of a surrounding capture. Essentially, if you can flank two of your opponents marbles by the placement of a second marble you capture the two marbles.

In this situation:

```

. . . . .
. x o o . .
. . . . .

```

Placing a second x thus:

```

. . . . .
. x o o x .
. . . . .

```

Results in the capture of two o’s:

```

. . . . .
. x . . x .
. . . . .

```

It seems to me this additional method of capture adds a significant dimension to the strategy and gameplay.

