

Sibling

Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

Sibling is one of the games in which players compete for group size, as with Orochi. Players place their pieces two at a time according to certain rules to increase the sizes of their groups. To beat your opponent, you must successfully grow your two large groups so that they do not merge with each other.

DEFENITIONS

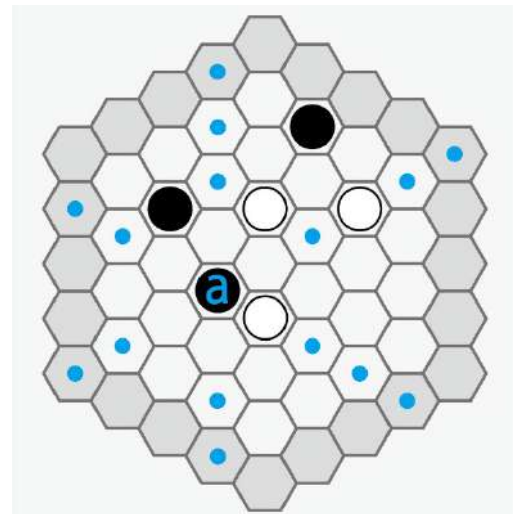
A set of pieces of the same color that are adjacent to each other on the board is called a **group**. The size of a group is the number of pieces in that group.

GAMEPLAY

Decide the size of the board to be used and which player will play with which color. White is first.

The board is initially empty. The white player first places one of their pieces in a hex of their choice.

On the next Black's turn and every turn thereafter, the player places two pieces of their color on empty hexes for each. These two pieces must be on the same line along the six directions of the board and must not be next to each other (Fig. 1). There may or may not be other pieces between them. No passing is allowed.



(Fig. 1) Example of a game with 5 hexes per side. If black placed a piece in position “a” at the beginning of the turn, then must place a second black piece in one of the dotted positions.

GAME END

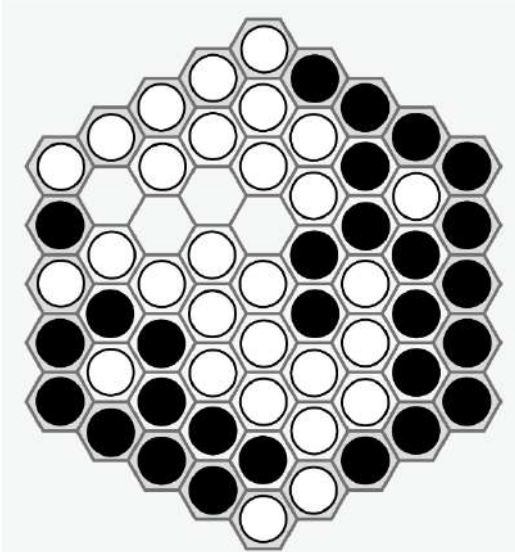
The game ends when no more pieces can be placed according to the previous rules. Check the sizes of your groups on the board, and if your second largest group is larger than your opponent's, you win. (Fig. 2-1, 2-2)

In case of a tie, the first largest group is compared, and if there is still a tie, the third, then fourth largest groups are compared and so on. No draws occur.

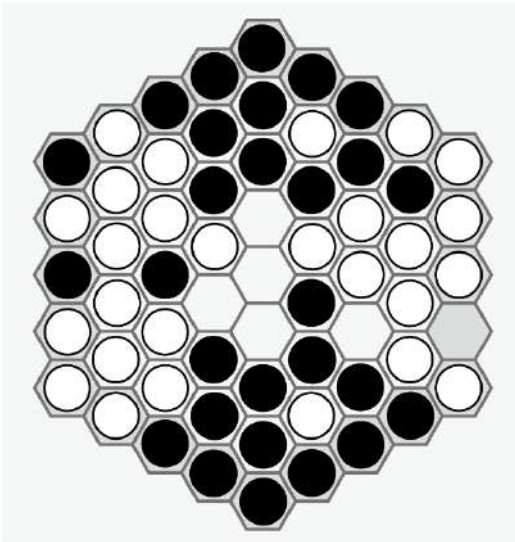
PIE RULE

As an optional rule, the pie rule can be used at the beginning of the game. In this case, after white places the first white piece, black can choose whether to play as white or as black. Whether or not to use the pie rule should be decided in advance at the beginning of the game.

Please Turn Over⇒



(Fig. 2-1) Example of a finished game. White won by 11 to 10.



(Fig. 2-2) In this example, white will merge their two main groups no matter where placed their pieces, thus confirming black's victory.