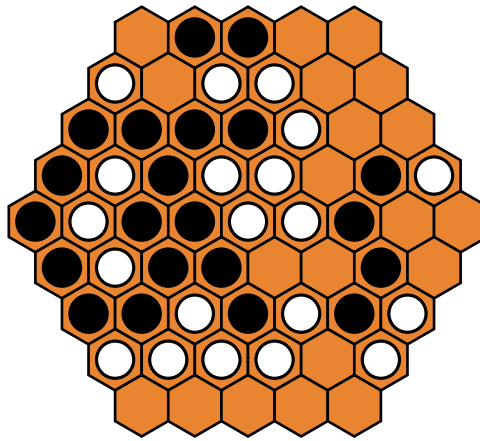


Stibro



A finished game won by black.

Stibro is a loop-forming game played on a regular hexagonal board. The game is guaranteed to end with a winning loop. The recommended board size is 7 or larger. The pie rule may be used for balance.

Stibro was designed by Hoembla in 2024.

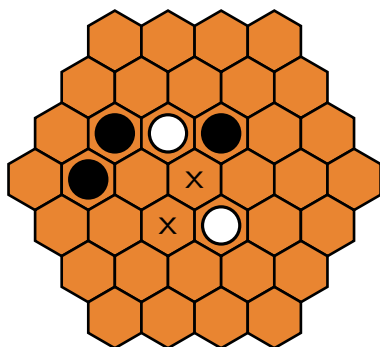
Rules

1. Players alternate placing one black resp. white stone on the board.
2. Passing is not allowed.
3. Each player must always have at least one *free group* of their colour on the board. A free group is a group that both:
 - (a) does not touch the edge;
 - (b) has at least two cells between itself and at least one opponent group that does not touch the edge.

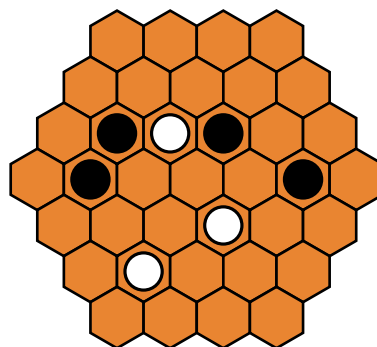
Neither player may make a placement that would violate this restriction. Note that this means neither player may place their first stone on the edge, and the second player must start at least 2 spaces away from the first player.

4. The first player to complete a loop around empty cells and/or opponent pieces wins.

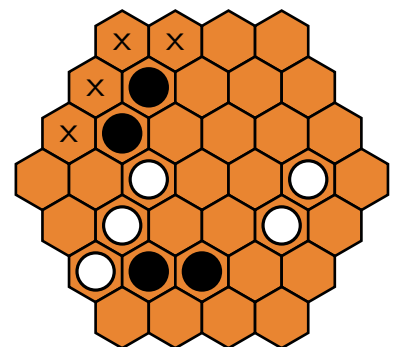
Examples



White may not play on the spaces marked 'x', because it would bring their only free group within 2 spaces of black's only free group.



Now, white is free to play anywhere. There are multiple free groups on the board, and after any possible move there would remain at least one.



Here, black may not play on the spaces marked 'x', because this would connect their only free group to the edge.