Flex

Cameron Browne © March 2003.

Flex is an abstract board game for two players (White and Black). The board is a hexagonal grid with five tiles per side, where each tile is black on one side and white on the other.

Aim: To eliminate or immobilise the opponent's pieces.

Start: White moves first. Black owns the extra (central) tile.

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          1 2 3 4 5                        1 2 3 4 5
         / / / / / 6                      / / / / / 6
                  / 7                              / 7
   A-    b b b b b   / 8          A-    B B B B B   / 8
    B-   b w w w w   / 9           B-   . B B B B .   / 9
   C-   b w b b b b w   /         C-   . . . . . . .   /
   D-   b w b w w b w             D-   . . . . . . .
  E-   b w b w b b w b w          E-   . . . . . . . . .
   F-   b w b b b w b w           F-   . . . . . . . .
   G-   b w w w w b w             G-   . . . . . . .
    H-   b b b b b w              H-   . W W W W .
     I-   w w w w w               I-   W W W W W
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   Starting position of tiles.   Starting position of pieces.

Moves: Each turn the current player must either (a) flip a tile, or (b) move one of their pieces.

 (a) The current player may flip any unoccupied tile so that the underside is exposed. A tile that has just been flipped cannot be immediately reflipped by the opponent next turn.

 (b) The current player may move one of their pieces by either:

   (i) Stepping to an adjacent empty tile; or

   (ii) Jumping in a straight line over an adjacent piece to an empty tile beyond it. The piece may continue jumping (possibly changing directions) whilst further jumps exist.

Any foreign pieces jumped over are captured and removed from the board.

If a piece lands on a foreign tile then its move stops immediately. It can jump from the foreign tile on a future move but not step from it; the piece lies inert until either captured or saved by another piece landing adjacent to it.

Promotion: Any single piece that reaches the opponent's home row is promoted to a double piece that makes two moves per turn. Any double piece that returns back to the owner's home row is promoted again to a triple piece that makes three turns per move. Promoted pieces must make their full number of moves, unless they land on a foreign tile.