Brood

Brood is a polyhex-matching game for two players – *Black* and *White* – played on an initially empty hexagonal board.

Rules:
• On the very first turn, Black places *one* stone on any hex.
• From then on, starting with White, the players take turns placing exactly *two* stones each on empty hexes.
• A player is allowed to pass instead of placing their two stones.
• When the players pass in succession, the game is over, and the player with the higher score wins.
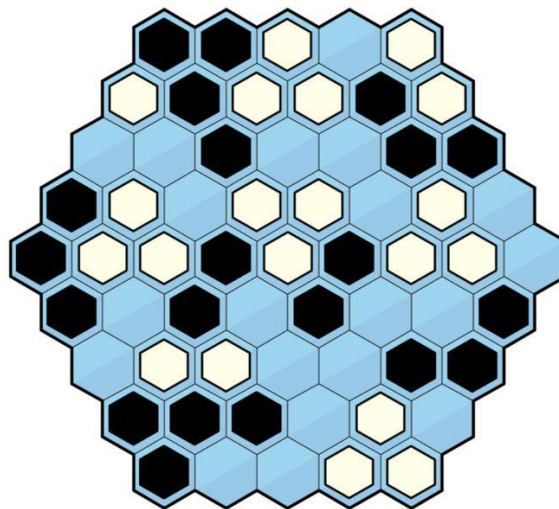
Scoring and the definition of a brood:
• The score is a function of the players' broods.
• A *brood* is a set of groups of the same shape, size and color.
• Shapes are considered identical even if they are rotated or mirrored.

Example: A black group consisting of 3 stones in a line makes up a brood together with all and only black groups of 3 in a line.

• The point value of a brood is the number of stones in it multiplied by the smallest of the following two numbers:
(i) The number of groups in it.
(ii) The size of the groups in it.

Example: If Black has 4 groups that are 3 stones in a line, this brood is worth 36 points. That's the number of stones in it (12) multiplied by the size of the groups in it (3).

Endgame position. White to move.
The score is currently 51 - 54 in White's favour.

[BGG description, Michael Amundsen, 2022]