

Pollux

an abstract game designed by Alban Viard 2009

Aim of the game :

Connect the two opposite sides of the board or be the last player to be able to play

Material :

an 10x10 hex hex board

4 red towers

4 black towers

20 red cubes

20 black cubes

Set up::

Red is the start player and must begin the set-up by placing their first tower anywhere on the board. The black player then places both of their towers, and finally, the red player places their second tower. None of the towers may be placed on adjacent hexes during the set up.

Rules:

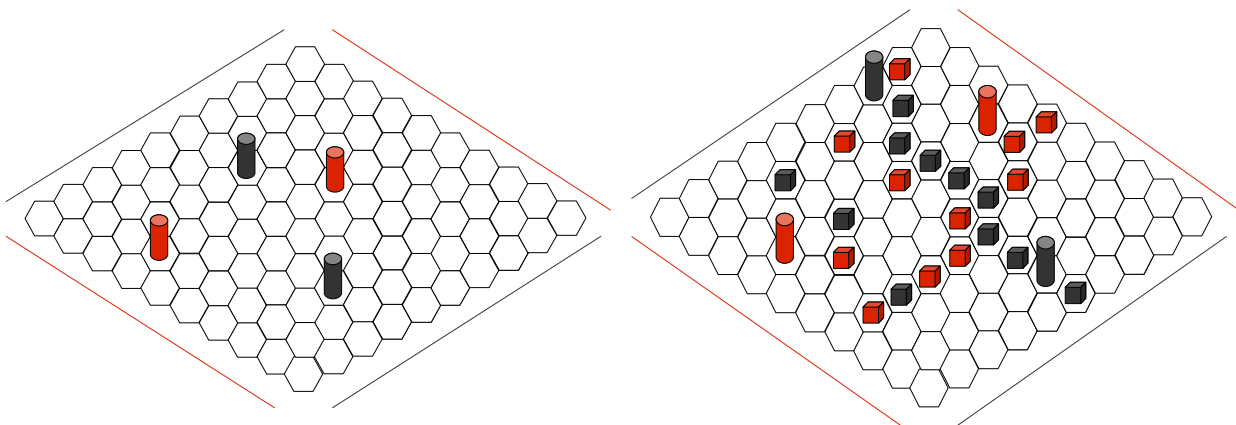
Each turn the active player must move one of their towers and shoot. If they are not able to move and shoot, they immediately lose the game.

The player may move either of their towers any number of spaces in a straight line from their starting position. The other towers and cubes are impassable.

After moving the player must shoot one cube from their tower. As with the tower movement, the shot cube can move through any number of spaces in a straight line from the shooting tower's hex. The other towers and cubes are also impassable when shooting.

At the end of the turn, if there is a continuous line any player's colour (cubes and/or towers) between their two (opposing) sides of the board, they immediately win the game.

Example of the set up and of a game won by black



Example of possible move for one the red player , and possible shooting after the moving

