

## SlideCore 6

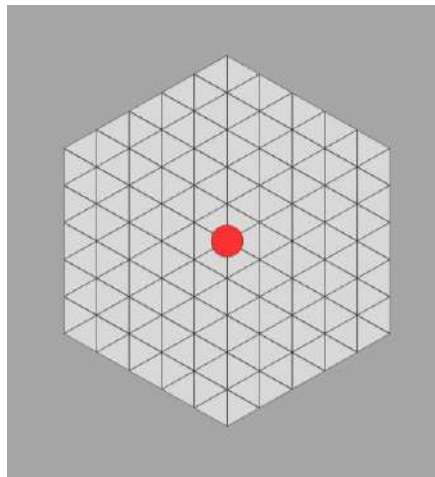
Designed by Paschalis Antoniou

SlideCore 6 is an abstract strategy game for 2 players of at least 8 years of age, with an average playing time of 30 minutes, where players try to form the biggest group comprising of discs of their colour. It is played on a hexagonal board, consisting of 91 spots, 6 on each side. Discs are placed on intersections, just like in the pictures provided below.

Each player is assigned with discs of either black or white colour and alternate turns following a set of rules until victory condition is met.

### Setup phase

The red disc, which serves as the "Core", is placed at the centre of the board.



### Moving the "Core"

In order to move the "Core", players slide the red disc following a straight path, until either the player wishes to stop, if it reaches the end of the board or if there is another disc blocking its way. In this case, the movement of the "Core" ends. The "Core" cannot jump/bypass other discs.

### Main phase

During this phase, players alternate turns placing both black and white discs, 1 of each colour, following the rules provided below.

Starting with Black, the player places a black disc on any empty space on the board. Then, the player must introduce a white disc on any empty on the board where the "Core" and the black disc cross meet. In order to do so, Black can either move the "Core" or keep it where it is.

On White's turn, the player places a white disc on any empty space on the board. Then, the player must introduce a black disc on any empty on the board where the "Core" and the white disc cross meet. In order to do so, White can either move the "Core" or keep it where it is.

**Note:** Players must always place 2 discs during their turn, 1 white and 1 black.

### Game end

If the "Core" cannot slide anywhere on the board following the rules provided above, the game ends.

### Winning condition

The winner is the player with the biggest group of his/her own discs. In order for discs to be considered as part of a group, they need to be connected with adjacent discs of the same colour.

### Examples

The images below provide an example of play:

Image 1: Black introduces a disc and decides to slide the "Core" downwards. Then introduces a white disc where both the black and red discs cross meet.

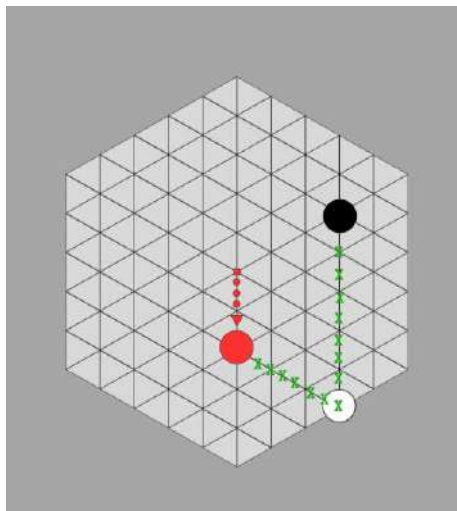


Image2: White introduces a white disc and decides to move the "Core" to the left. Then introduces a black disc where both the white and red discs cross meet.

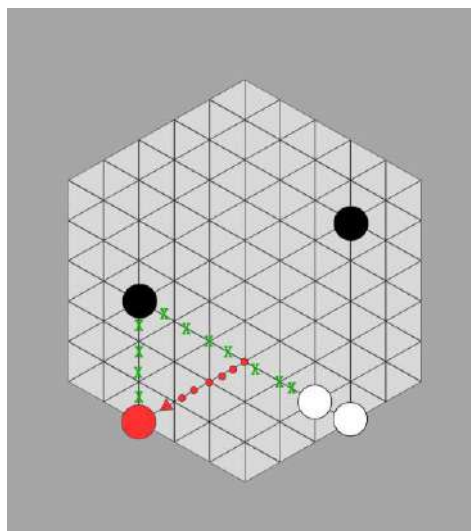


Image 3: The image below provides an example of a winning condition for Black. The “Core” is fully surrounded by other discs, thus it cannot slide anywhere on the board. Hence, both players count their discs forming groups, with Black winning with 15 points against White who has 14 points.

