

Play Win by Élanor Grace Rodeffer

Players: 2

Length: 20 minutes

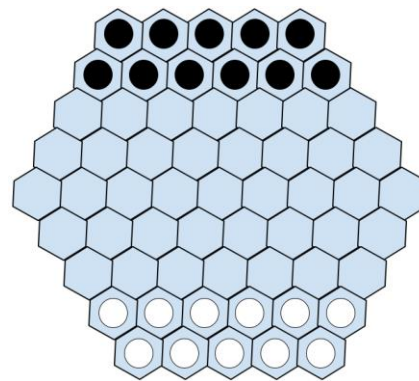
Challenge: $\frac{3}{5}$

What You Need

- Order five hexagonal board of 61 hexagonal cells
- Eleven pieces in each of two colors

Overview

Play Win is a predatory game. Move your pieces toward opposing pieces empty lines up to one fewer cell as you have pieces in play. Maximally capture opposing pieces by a series of short bent leaps. Win by capturing or immobilizing all opposing pieces. "It's called *Play Win* because you *play* it, and somebody *wins*!"

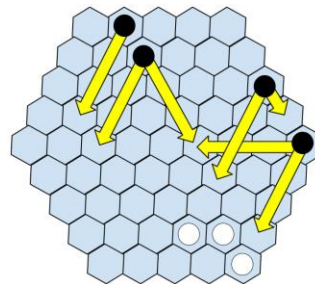
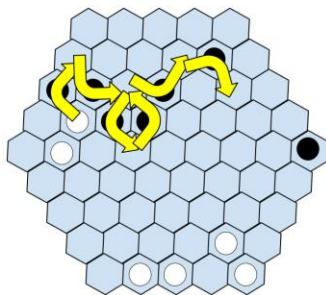


Preparing To Play

1. Place the board between the two players with an edge facing each player.
2. Arrange your eleven pieces on the nearest two rows of cells. See *diagram above*.
3. Decide who will move first.

How To Play

On your turn, you must capture if possible. If multiple capturing moves are available, choose freely among those that capture the most opposing pieces. Capture by a series of short bent leaps, and immediately remove captured pieces. A short bent leap moves over an adjacent cell occupied by an opposing piece to an empty cell beyond and 60° to the left or right. You may revisit the same cell more than once as part of a capture series. *The diagram below left shows white capturing six black pieces by a series of short bent leaps.*



If you have no capturing moves available, approach an opposing piece with your own piece. Move a piece so it stops closer to at least one opposing piece than its original distance to all opposing pieces. (Variant: Move a piece so it stops no farther from at least one opposing piece than the original distance to its closest opposing piece.) Move the piece along an empty line of cells up to one fewer cell as you have pieces in play. Thus, a single piece cannot move without capturing. Immobilization loses. *The diagram above right shows possible moves for black. Since there are four black pieces in play, the maximum distance any black piece can move is three cells, and the moved piece must end its move closer to an opposing piece.*

Ending And Winning

Win by capturing or immobilizing all of your opponent's pieces.

Play Test Team

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Version / Date

Play Win Version 0.4 / 20120619

For More Information

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