

Snekagon

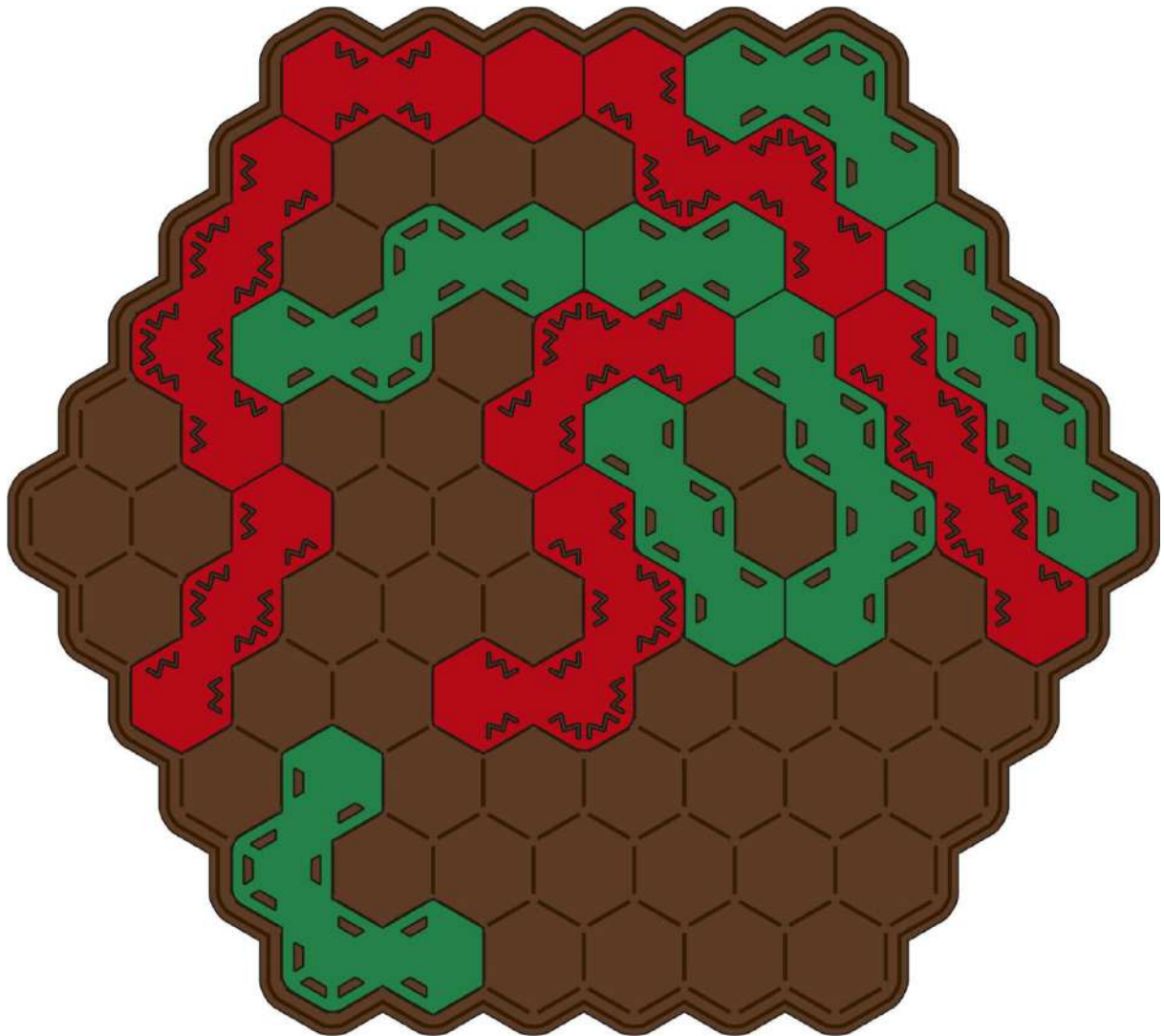
A 7-turn snake-building abstract game for 2 players.

Components

- 16 tiles of 2 colors
- Game board

Goal of the game

The goal of the game is to build the longest snake. The length of a snake counts as the number of covered hexagons.



In this example of a finished game, the red player won, as his snake of length 18 is longer than the longest green snake, which has length of 13.

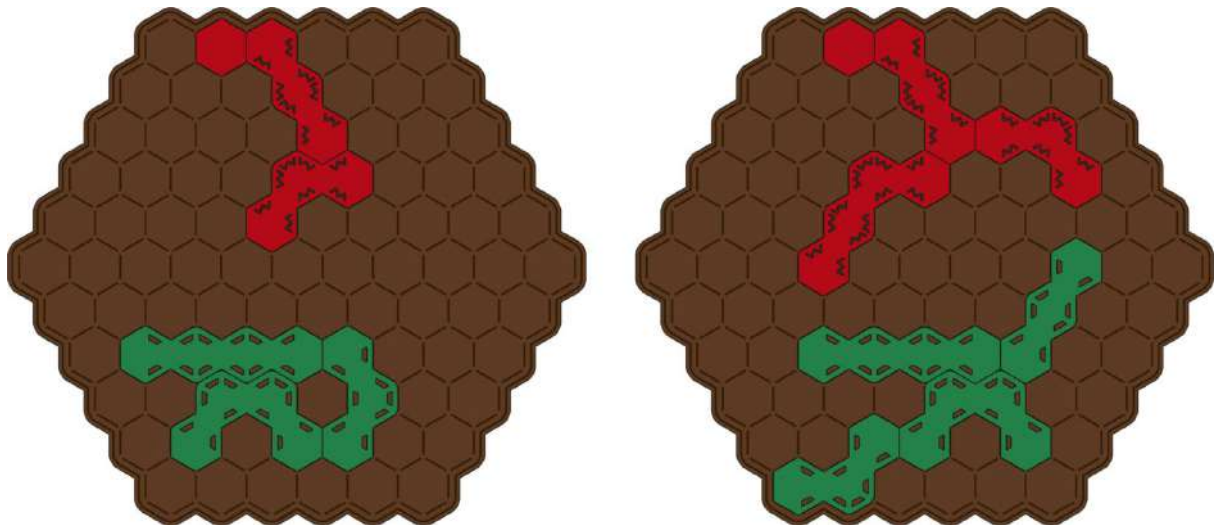
Set up

Place the game board to the middle of the table. Each player takes all the tiles in their color. There are no tiles on the board at the beginning of the game.

Course of the game

During the game, players take turns building snakes from their pieces.

A snake cannot touch itself (too sharp a turn also counts, as seen with the red player on the left). A snake cannot branch out, and two snakes of the same player cannot touch each other. Following game situations are **not possible**:

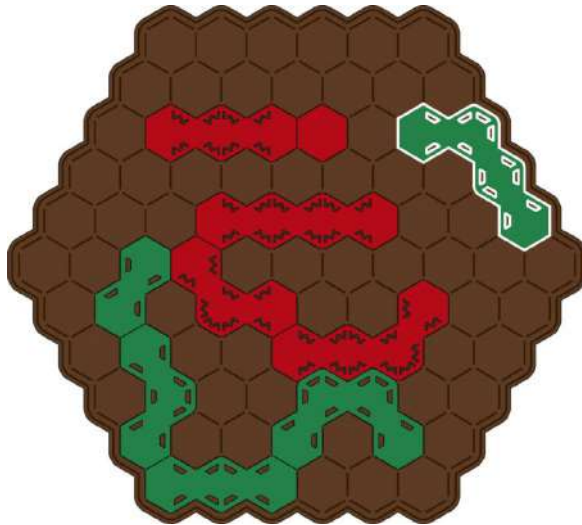


In the first turn, the starting player places a 1-tile on the board. Then, players alternate placing exactly 1 piece each turn, in one of two following ways:

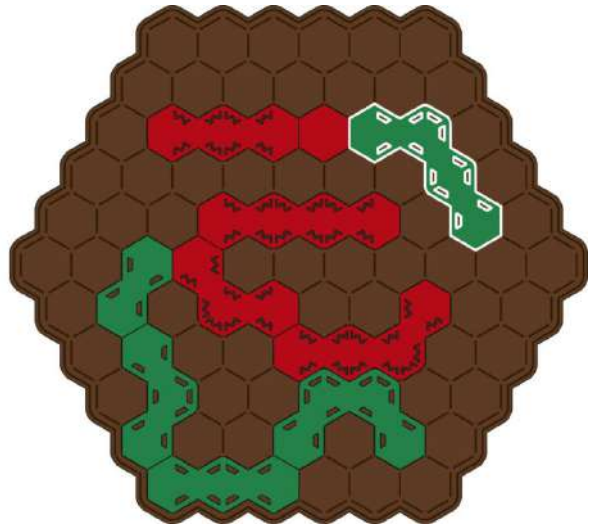
A) Create a new snake

Place a tile so that it doesn't touch any other tile (your nor your opponent's):

Correct

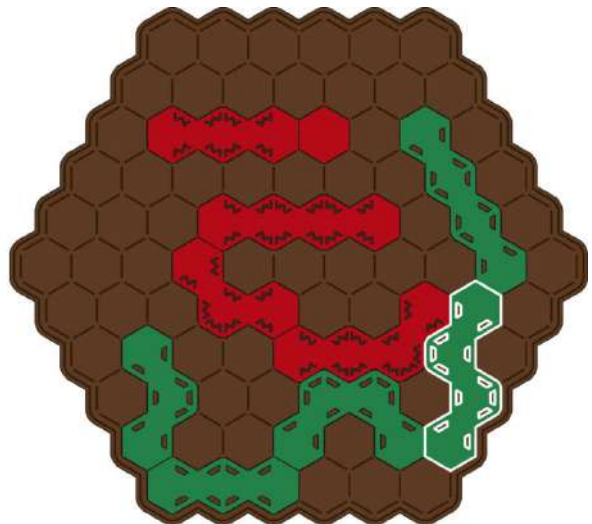
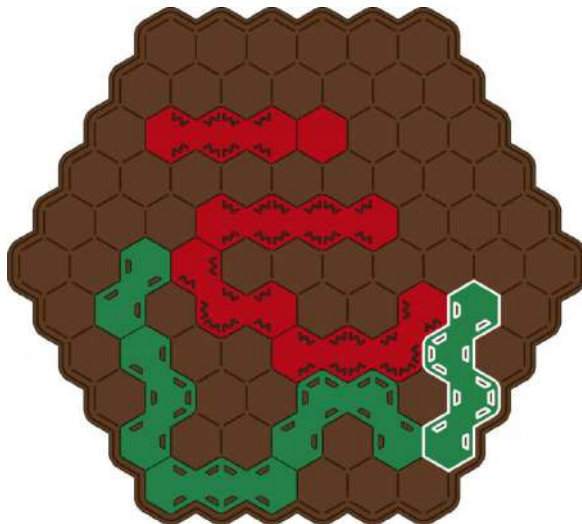


Wrong



B) Grow a snake

Place a tile so that it touches another one of your pieces. You can join two of your snakes this way. The newly placed tile can touch opponent's tiles. Both following examples are **allowed moves** (the highlighted piece was just placed):



If a player cannot make a turn (either because he is out of pieces, or none of his remaining pieces can be placed according to the rules), he passes and the opponent plays again.

End of the game

The game ends when neither player can make a turn according to the rules.

The player with the longer snake is the winner. In case of same lengths, the game ends with a tie.

Notes

- In rare cases, it can be beneficial to connect two ends of a snake forming a circle. This turn is possible.