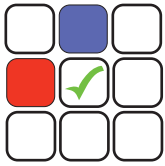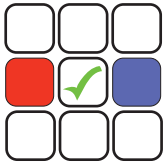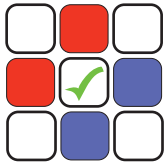# HADRON
by Mark Steere

Fig. 1a
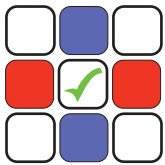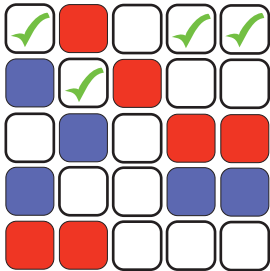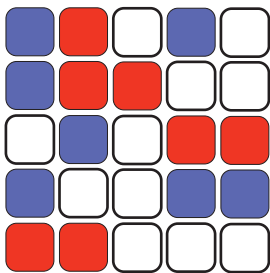

Fig. 1b

Fig. 1c

Fig. 1d

Fig. 1e

Figure 2

Figure 3 - Blue wins

INTRODUCTION

Hadron is a two player game played on a 5x5 (or 7x7...) square board, initially empty.

The two players, Red and Blue, take turns adding their own checkers to the board, one checker per turn, starting with Red. If you have a placement available, you must make one. Passing is not allowed.

Draws cannot occur in Hadron. Mark Steere designed Hadron in August, 2022.

PLACEMENT RULE

You can place a checker in isolation, not adjacent to anything. Or you can place a checker to form one (horizontal or vertical) adjacency with a friendly checker and one adjacency with an enemy checker. Or you can form two adjacencies with friendly checkers and two adjacencies with enemy checkers. See Figures 1 and 2.

OBJECT OF THE GAME

The last player to make a placement wins. If you don't have a placement available on your turn, you lose. See Figure 3.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Hadron. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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