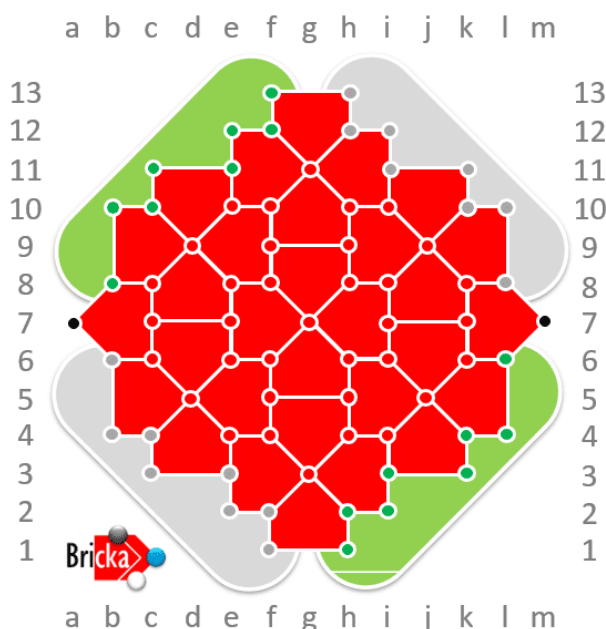


Bricka

The game was designed by Marino Carpignano in 2023 and published in the same author's volume "Il Manuale dei Giochi di Tavoliere" (October 2023). It develops on a particular board made up of thirty pentagonal squares, whose vertices form a total of sixty-nine intersections, on which the pieces are gradually positioned.



When a player conquers the majority of the intersections of a square, the piece just played becomes neutral. The first player to connect two opposite edges of the board with an uninterrupted sequence of his own and/or neutral pieces wins. White begins. The player whose turn it is must place a pawn of his own color in any free (and not blocked) intersection on the board.

The squares that share the vertex (or intersection) in which a pawn was placed in the immediately previous turn are called "blocked". On the other hand, the boxes that have in common the vertex where a pawn was placed in the current turn are called "active squares". Locked squares are inaccessible to the player whose turn it is.

When, after playing a pawn, the player whose turn has occupied the majority of the intersections not occupied by neutral pawns in at least one of the active spaces, then that pawn will become neutral (grey).

The first player who manages to connect two opposite edges of the board with an uninterrupted sequence of his own and/or neutral pieces wins. The dark edges (from h13 to l8 and from b6 to f1), the light edges (from b8 to f13 and from h1 to l6) and the gray edges (a7 and m7) are opposite.

[BGG description, Marino Carpignano, 2023]