

Dualities

An abstract game for 2 players (**Even** and **Odd**), designed by **José Manuel Astilleros García-Monge**

PURPOSE

The aim of the game is to get the highest score by claiming certain lines on the board.

MATERIAL

- 30 domino-style tiles, each formed by two hexagons of two different colors (black and white).
- A hexagonal board with five hexes per side.

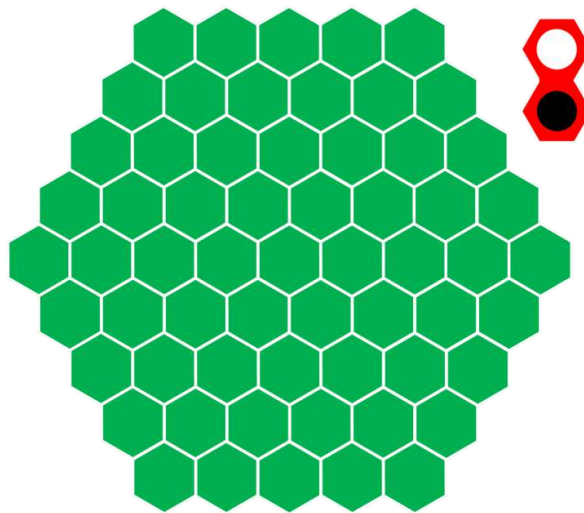


Figure 1. The board and the two-colored tile

SET UP

The game commences with an empty board. Players decide who is **Odd** and who is **Even** and also the scoring method (see below). Players share a common pool of tiles.

MOVES

Starting with **Odd**, players take turns in order placing one tile from the pool on the board as long as there is a free space to do so. A tile can only be placed in a free space of 2 adjacent hexes. Passing is not allowed.

END OF THE GAME

The game ends when there's no free space to put a tile on the board. The player with the highest score wins the game. To get the score players sum up the lines they have claimed. Players claim lines as follows: **Even** claims a certain line if the

number of **black** hexagons along this line is **even**. Similarly, **Odd** claims a line if the number of black hexagons along this line is **odd**. White hexagons are neutral. There are two different ways of scoring:

- **Variant 1:** only the 9 lines parallel to a certain direction (usually that parallel to the board edge) score. This is the basic play.

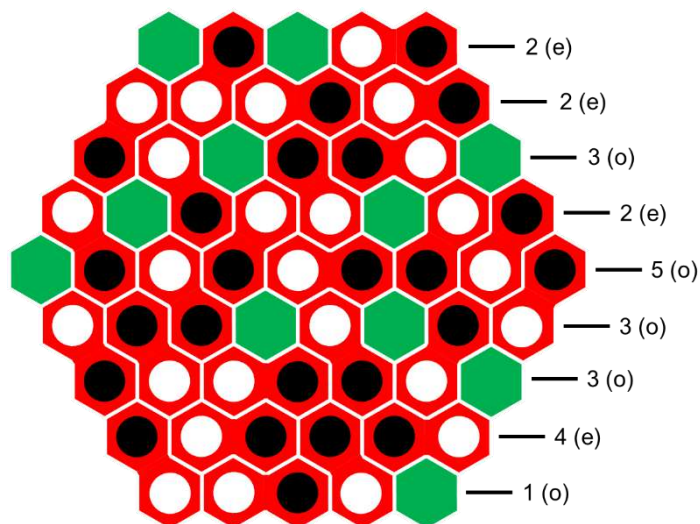


Figure 2. Endgame example: **Odd** (o) claims 5 lines and **Even** (e) claims 4 lines. **Odd** wins

- **Variant 2:** all the lines (27) parallel to the 3 different directions in the board score. This variant is only recommended for advanced players.

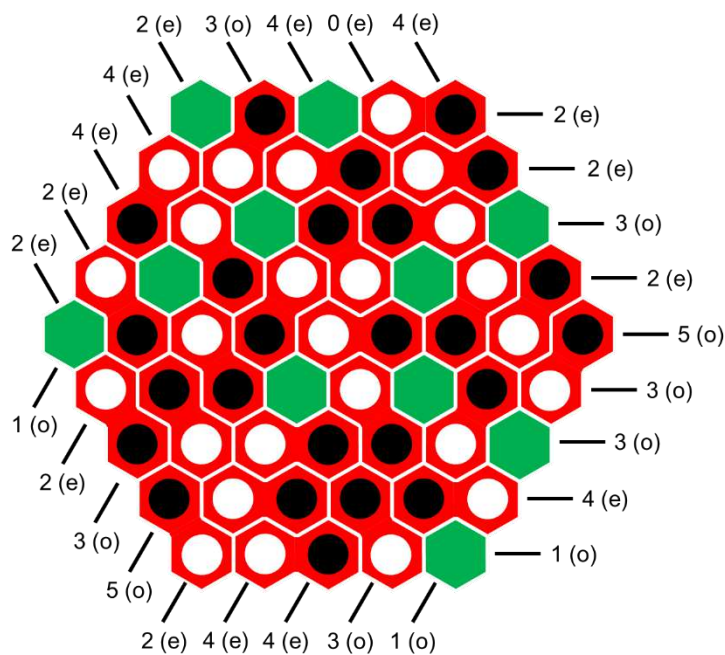


Figure 3. Endgame example: **Odd** (o) claims 11 lines and **Even** (e) claims 16 lines. **Even** wins