

## Bargo

**Bargo** is a Go-like *territory* game for two players: Black and White. It is played on the spaces (*cells*) of an initially empty hexagonal grid of hexagons (*board*). Each player must have access to a sufficient number of hexagonal pieces of their own color.

Each piece has one of its six edge segments covered with a wall. The outer edges of the board are also covered with walls.

### Definitions

Two adjacent cells, and any pieces on them, are *linked* if their shared edge segment does not contain a wall.

A *group* is a piece along with all other like-colored pieces one could reach from it through a series of steps between linked pieces of its color.

A *liberty* of a group is an empty cell linked to at least one piece in that group.

Similarly, a *territory* is an empty cell along with all other empty cells one could reach from it through a series of steps between linked empty cells. You own a territory if all pieces linked to cells in that territory are of your color.

### Play

Black plays first, then turns alternate. On your turn, you must *pass* or *place* a piece of your color on an empty cell without causing any edge segment on the board to contain more than one wall, not even momentarily during the move.

After a placement, *remove* all enemy pieces in groups without liberties. After all removals, the following conditions must be met:

- Your newly placed piece must be part of a group with at least one liberty.
- The cell on the other side of the wall of your newly placed piece must not contain an enemy piece.
- The current board position, ignoring walls, must be different from the board positions at the end of all your previous turns.

Otherwise, your placement is illegal.

The game ends when both players pass in succession. The player with the higher score in the final position wins. A player's *score* is the number of pieces of their color on the board, plus the number of cells in their territories, plus a *komi* in the case of White. The *button* is used to avoid ties.

### Komi and button

The *komi* is the whole number of points which is added to White's score at the end of the game as a compensation for playing second. Before the game starts, the first player chooses the value of komi, and then the second player chooses sides. Alternatively, experienced players may agree on a standard value for all games.

The *button* is a special token which is placed next to the board at the start of the game. On your turn, if neither player has taken the button yet, you may not pass, but you may take the button instead of making a board play. At the end of the game, a half point is added to the score of the player who has taken the button. When checking for repetitions, two identical board positions are still considered different if the button had already been taken in one of them but not in the other.

### **Notes**

Like its companion game [Keil](#), Bargo aims to preserve crosscuts and *ko* from Go by reducing the natural connectivity of the hexagonal grid.

[BGG description, Luis Bolaños Mures, 2020]