

Mycelium

A 2-player territorial game.

Materials

A hex board having 6 hexes to a side and a supply of White and Black stones

Setup

Each player has an allocated color (Black or White).

The board is initially empty. Using ABBAAB turn order. Black places a stone in an empty cell. Then White places two stones and then Black does the same; finally, White places the last stone in an empty cell.

Play

Black plays first.

Players take turns placing two stones on empty cells.

You cannot place a stone that forms a triangle of three adjacent friendly stones, and you must place next to a friendly stone.

Play continues until both players pass.

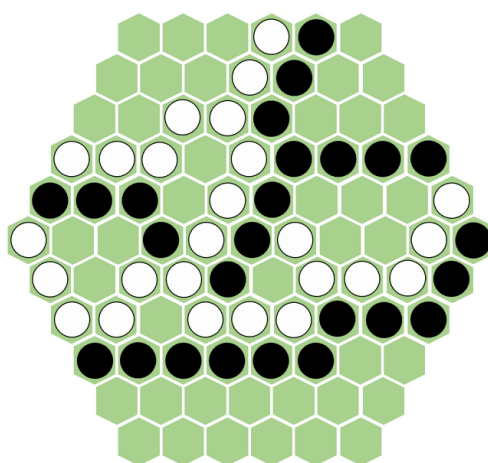
Scoring

An area of empty cells encircled by both colors, and/or including the edge, counts for the player with the most stones bordering it.

Areas encircled with an equal number of Black and White stones are not counted.

The player encircling the greater number of empty cells is the winner.

A special thanks to: Alain Curato, Christian Freeling, Joel Fox, Pablo Schulman, Russ Williams, for their invaluable help correcting my awful rules.



Black wins 21-20

[BGG description, Rey Alicea, 2017]