

# Beset (2024)

Designed by John Scott

2 - 5 players / 45 - 90 minutes / 8 years and older

## Components:

- (1) A HexHex5 board,
- (2) Sets of 12 playing pieces for each player, with at least 2 distinct sides to mark piece promotion.

## Game Setup:

- (1) Determine the first player. Each player takes a set of playing pieces.
- (2) Place the HexHex5 board in the area of play.
- (3) The first player places a piece with the non-promoted side face-up in a space on the board, ending their first turn.

## Gameplay:

Players continue to take turns in a clockwise direction performing the following steps:

- (1a) A player places a piece with the non-promoted side face-up in a space on the board adjacent to an opponent's piece from their supply (Adjacent Rule). A player may not place their piece in a way that would result in a contiguous group of their pieces greater than 5 (Rule of 5).
- (1b) If a player is unable to place a piece due to (a) the Adjacent Rule, (b) the Rule of 5 or (c) a lack of pieces in their supply, they may return one of their non-promoted pieces from the board to their supply.
- (1c) If a player is unable to perform placement or return actions, the game ends immediately.
- (2) Every non-promoted piece that is now adjacent to 4 or more pieces is turned to its promoted side or position.
- (3) Each single promoted piece in between 2 opposing promoted player pieces in a line will be captured (custodial capture) and then removed from the board. Captured pieces are removed together and are returned to their owner's supply.
- (4) For any players with promoted pieces in (a) a small 3 piece triangle, (b) a small 4 piece diamond, (c) a small 5 piece hourglass, or (d) a small 5 piece trapezoid, remove the pieces in this formation from the board, placing one piece to the side of the board as scored and return the remaining pieces to that player's supply. After resolving scoring, if at least one player has a sum of scored pieces plus the count of groups of their pieces on the board that include any promoted piece(s) of at least 9, the game ends.

## Game End:

A player wins if they have the highest point total equaling their scored pieces plus the count of groups of their pieces on the board that include any promoted piece(s) plus one point per three pieces in their supply. Single pieces are a group of one and scored pieces may be zero.