

Ecalper

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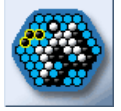
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## Overview

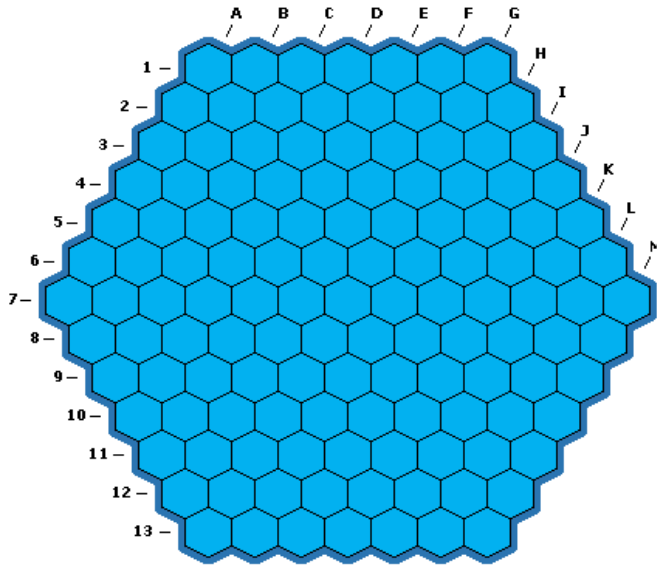
**Ecalper** is a two-player abstract board game played on a hexagonal board that was invented by Matteo Perlini (alias *epicurus*) in 2010.



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## Board

*Ecalper* is played on a hexagonal board with seven cells per side. Smaller boards can be used for a shorter game or between inexperienced players, while larger boards can be used for a deeper game.



## Object of the Game

The winner of the game is the player with the largest *group of stones* when the game ends (*group of stones* is a set of same-colored *stones* touching each other).

If the largest *groups of stones* of both players have the same size, the winner is the player with a fewer number of distinct *groups*.

If both players' largest *groups* are the same size and both players have the same number of distinct *groups* then the game ends in a draw.

## Play

The game begins with an empty board.

There are two players in the game: *Black* and *White*.

On the first turn of the game, *Black* puts three *black stones* in any empty cells on the board.

The pie rule is used for making the game fair. This rule allows the second player to switch places with the first player after the first player makes his first move, if he thinks that the first player has made an especially good move.

Then both players take turns performing the following actions until only one empty cell left:

- replace one of your opponent's *stones added* (i.e. not replaced) to the board during the last opponent's turn with the *stone* of your color;
- add three more *stones* of your color.

When only one empty cell is left after the *White* player's turn, the *Black* player performs the replacement action only and the game ends (i.e. the last empty cell remains empty).

## External Links

- [Ecalper AI for Windows](#), on BoardGameGeek.