HexCore6

Designed by Paschalis Antoniou

HexCore6 is an abstract strategy game for 2 players of at least 8 years of age, with an average playing time of 35 minutes, where players try to create the longest path connected to the ''Core''. It is played on a hexagonal board, consisting of 91 spots, 6 on each side. Discs are placed on intersections instead of triangles, just like in the picture provided below. Each player is assigned with discs of either black or white colour and they alternate turns, following a set of rules until victory condition is met.

The play is divided in two phases. The first phase is the ''Placement phase'', where starting with Black, players place discs of both black and white colour during their turn, until the board is full, following the rules provided below.

Then, the play moves on to the ''Movement phase''. During this phase, the player who played last on ''Placement phase'' gets to play first. Players alternate turns moving stacks of their discs, following the rules provided below, until victory condition is met.

Passing

Passing is allowed <u>only during the ''Movement phase''</u>. Should a player pass, the turn passes onto the next player. When both players pass consequetively, then the game is over.

Setup

The red disc, which serves as the ''Core'', is placed at the centre of the board. Then, both black and white discs are placed in alternating positions in such a way as to surround the ''Core'', just like in the example provided below:
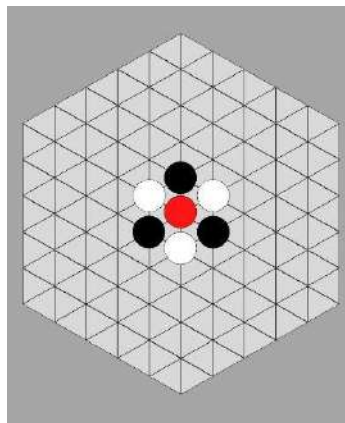

Placement phase

On this phase, players alternate turns placing both black and white discs, 1 of each colour, following a set of rules.

Starting with Black, the player places a black disc on any empty spot on the board. Then, the player must introduce a white disc on any empty spot, on any of the lines extending from the black disc which has just been introduced.

Eg. It is Black's turn and the player places the black disc marked with ''a1''. Then, Black can place a white disc on any spot marked with a red X, as per the example provided below.
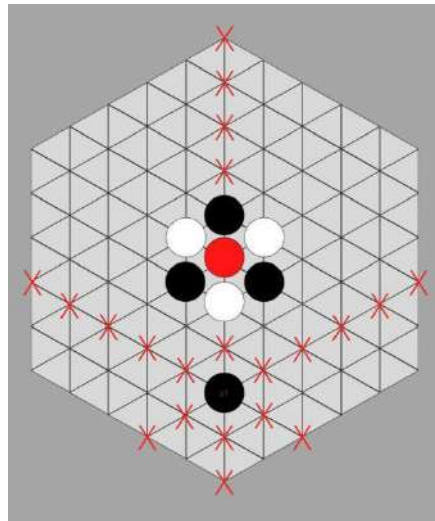
Then White places a white disc on any empty spot on board. Then, the player must introduce a black disc, on any empty spot, on any line extending from the white disc which has just been introduced.

Note 1: Players must always place 2 discs on their turn during the placement phase, one of white and one of black colour.

Note 2: Passing is not allowed during the ''Placement phase''

If a player cannot place 2 discs following the above rules and there are empty spots on the board, these are filled with discs of blue colour, which will serve as obstacles.

Movement phase

Stacks: a stack is comprised of 1 disc, 2 discs on top of each other or 3 discs on top of each other. A stack can be of either black or/and white discs, regardless of the colour or the combination of colours of the discs which form the stack. *Stacks cannot contain more than 3 discs.*

The red ''Core'' disc as well as the blue ''obstacle'' discs are not considered to be part of any stack. Thus, no disc is to be placed on top of them.

Active disc: An active disc indicates the owner of the stack and it is the topmost disc of the stack. In case of a single disc, then it is an active disc.

The player who played last on the *placement phase* gets to play first on the *movement phase*.

Movement During this phase, players alternate turns by moving 1 of their stacks, subject to it is not fully surrounded by discs of any colour (black, white, red, blue). The stack must land on any adjacent stack.

Should a player decide to move a stack of 2 discs, the topmost must be a player's owning disc while the one underneath it can be of either colour.

Players can also move ''partial stacks'', belonging to stacks containing either 2 or 3 discs, as long as they own the topmost disc. The disc underneath it can be of either colour.

Eg1: On White's turn, the player decides to move 2 discs from a stack containing 3 discs. The player moves the topmost disc and the disc underneath it and places them on top of another adjacent disc, thus forming a stack of 3 discs.

Eg2: On Black's turn, the player decides to move 1 disc from a stack containing 2 discs. The player moves the topmost disc and places it on top of another adjacent stack of 2 discs, thus forming a stack of 3 discs.

Tip: During the first movement, only peripheral stacks (single discs in this case) can move.

Important! A stack must not contain more than 3 discs!

<u>**Winning conditions**</u> When both players pass, each player counts the number of his/hers active adjacent discs forming paths, connected to the ''Core'' (connected as being adjacent). The player with the longest path/biggest group is the winner. If a player has multiple paths connected to the ''Core'', the player will take into account only the longest/biggest one.

A path is a continues line(s), or vain(s), of *active* stacks of the same colour (mind that the top most disc on a stack is the active one and any discs beneath it are non-active)

<u>Alternative board option</u> A hexagonal board consisting of 61 spots with 5 spots per side can also be used, following all the rules stated above without any change.

<u>Alternative setup</u> Once players get familiarised with the game, they can choose an alternative setup instead of the one provided above. The ''Core'' can be placed anywhere on the board, except from the peripheral ring. Then, it is surrounded by both black and white discs as described above. The rest of the game will follow the same rules provided above.

The pictures below provide an example of play:

Image 1: The image below provides an example of how a board can look like when the placement phase finishes. Then, players proceed onto the movement phase.
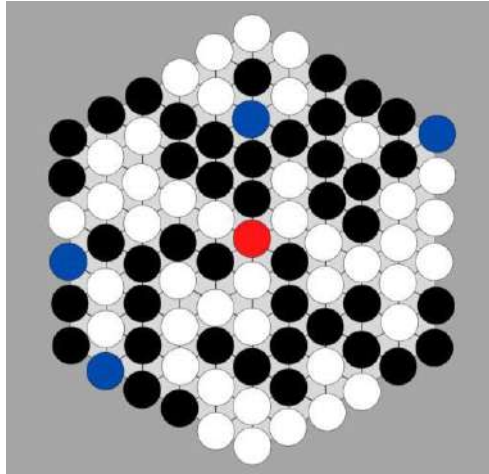

Image 2: The image below provides an example of movement, where Black moves a black disc on top an adjacent black disc.
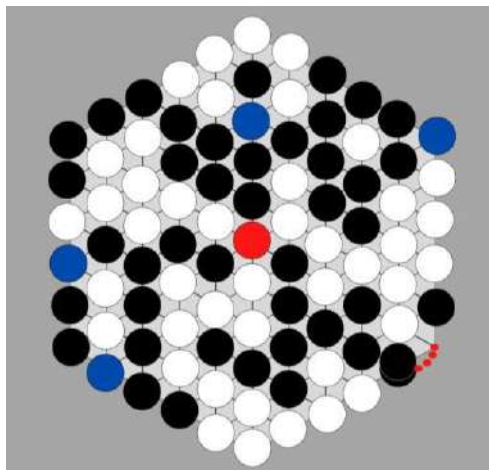

Image 3: The image below provides an example of movement, where White moves a white disc on top an adjacent black disc.
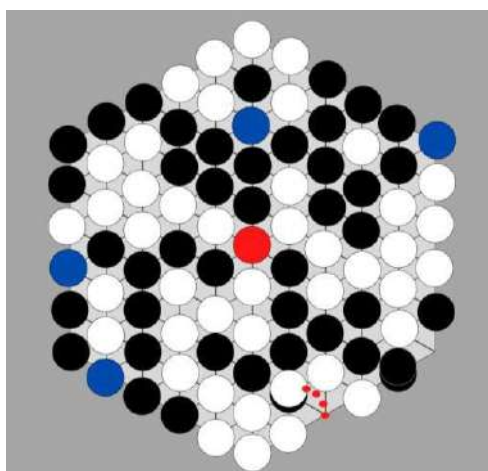
Image 4: The image below provides an example of movement, where Black moves a stack of 2 black discs on top an adjacent white disc.
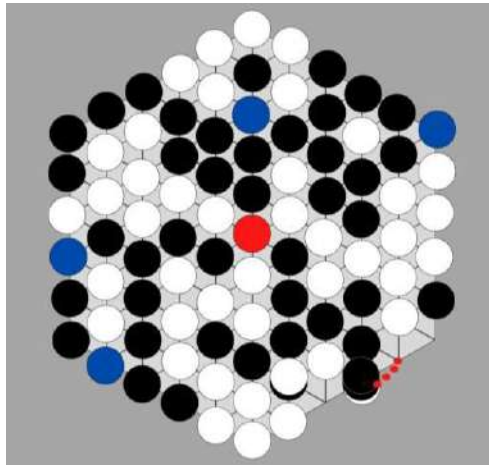

Image 5: The image below provides an example of movement, where White moves a stack of 2 discs, being a white one on top of a black disc and places it on top an adjacent white disc.
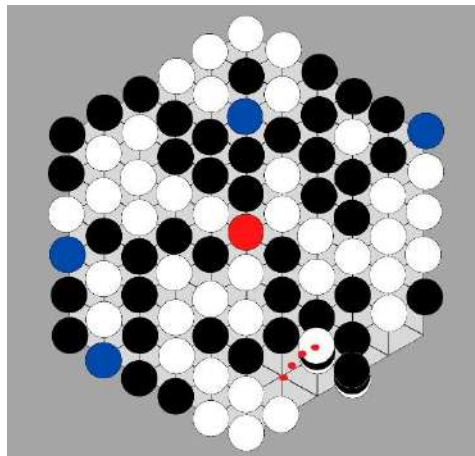

Image 6: The image below provides an example of movement, where Black moves a stack of 2 discs, both being of black colour and places it on top an adjacent black disc.
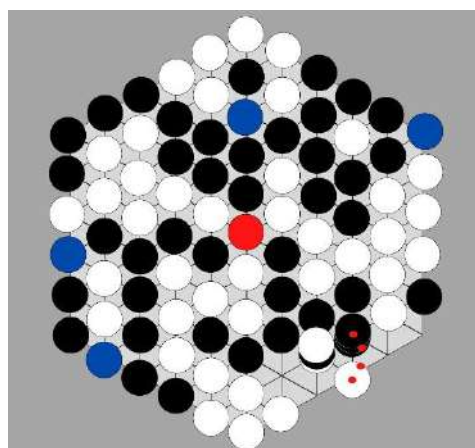
Image 7: The image below provides a finished game, where Black wins the game. Red dots over black discs mark the continues path of black active discs connected to the ''Core'', where blue dots over white discs mark the continues path of white active discs connected to the ''Core''.

The score is Black 11– White 5