

## Hexabrae

© 2010 SPLLN / Martijn Althuisen

Hexabrae is a game for 2 players and is played on a hexagonal board. The board is divided into 61 smaller hexagons (5 per side).

Each player has 10 playing pieces. One player plays with white pieces, the other with black pieces.

White starts the first game and the losing player has to start in consecutive games.

A playing piece can be placed on a (hexagonal) field in 3 possible orientations. The short sides of the playing piece must always coincide with 2 opposite sides of the field on which the playing piece is placed.

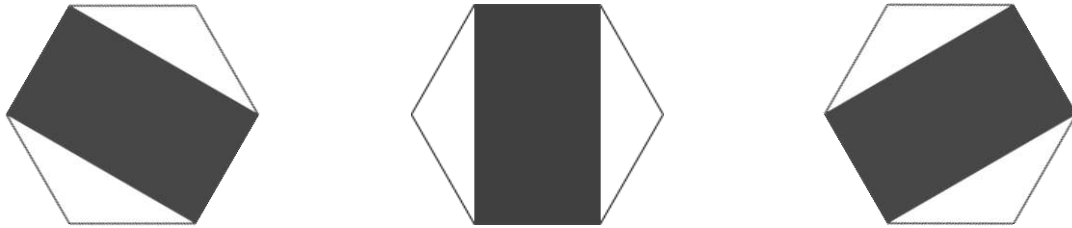


image 1: Possible orientations of playing pieces on a field of the board

Players take turns in alternating fashion. A turn consists of 1 of the the following actions:

**1.** Placing a playing piece on the board. A playing piece may only be placed on a free field, not touching any other piece.

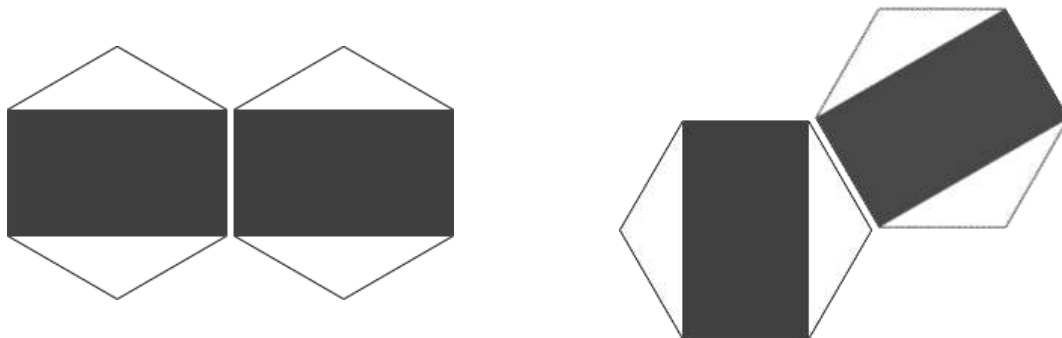


image 2: Pieces touching with their short sides and corners (**not allowed when placing**)

**2.** Moving and/or rotating a piece, in any order, unless:

**a.** If the short side touches another piece's short side, it is **partially immobilized**. You can only move directly away from the other piece to escape immobilization, then you may rotate if you wish.

**b.** If both short sides are touching other short sides, the piece is **totally immobilized**. One or both of the other pieces must move away first to be able to move the piece again.

Pieces can only be moved along their long axis:

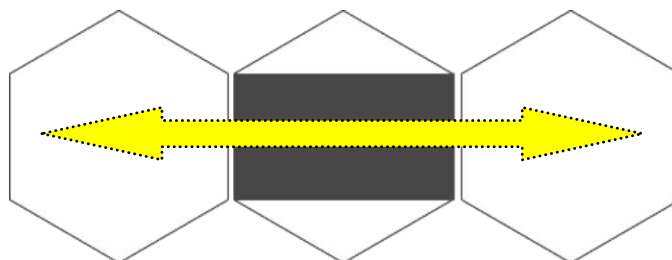


image 3: Movement over the long axis of a playing piece

Pieces may be moved any number of fields. Of course movement to a field is only allowed if the field is free.

A game ends whenever an enclosure is made that covers at least (parts of) 3 fields of the board. Also, the enclosure must consist of playing pieces from **both** players.

Whichever player owns most of the playing pieces that make up the enclosure, is the winner. If the enclosure is made up of an equal number of playing pieces for both players, then the game continues until there is a player that does have the majority of pieces in an enclosure.

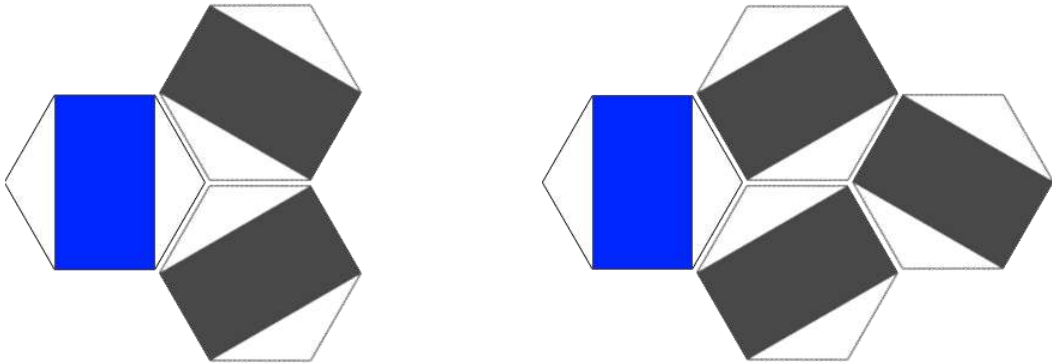


Image 4: Two examples of **valid** enclosures

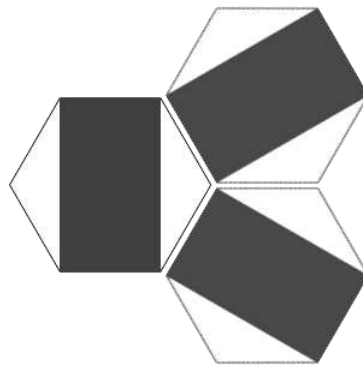


image 5: This enclosure is **not valid** as the enclosed area only covers a single field instead of at least 3  
But also because all the playing pieces used for the enclosure are from a single player

note: Creating multiple enclosures with a single a move is possible and allowed. To win the game, a player has to also be 'the winner' of the majority of the enclosures that are made. If there's a tie in the number of enclosures that each player has won, then the game also continues as normal. Differences in sizes of the enclosures do not break this type of a tie.