

Borderland

Designed by Kanare Kato

2 players / 30 minutes / 10 years and older

Borderland is a game that combines Hex-like connection goal with Go-like territorial goal. The objective is to create a border with pieces by combination of placement and movement so that your territory occupies more than half of the board. This game was inspired by Dale Walton's Make Muster (2019).

COMPONENTS

- Regular hexagonal board (91 hexes) 6hexes per side
- 60 pieces (30 of each color)

※There is a limit to the number of pieces, but by the rules, an unlimited number of pieces can be used. As a rare case, if you run out of pieces during play, you may use any substitute as a piece.

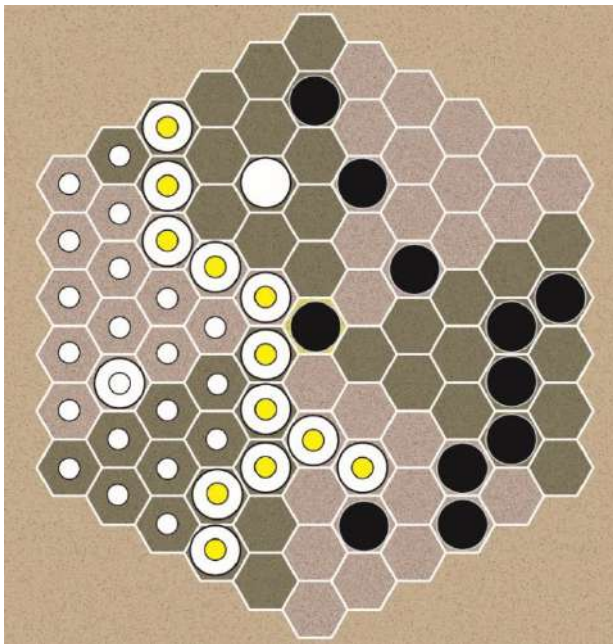
DEFINITION

A **group** is pieces of the same color that are adjacent to each other. If a group connects two non-adjacent sides of the board, the group is called a **border** (a corner of the board is considered to belong to two sides).

When a player divides the board into two or more areas by a border, all areas except the area with the most opponent's pieces (including opponent's borders) become the player's territory. If there are an equal number of pieces of opponents between areas, the turn player may choose which of the two to make his or her territory.

The borders themselves are always part of the territory. It is

possible for one player to have more than one border, but this is probably rare in normal play.



(Fig.1) The dots indicate the territory of the white player, and the yellow dots indicate his border (borders are also included in territories). The black group in the lower right is not a border because it only connects adjacent edges.

Note that the establishment of one player's territory does not automatically make the rest of it the territory of the other player. Only the player with his/her own border will have a territory.

OBJECTIVE

The player who creates a territory containing at least half of the board (46 hexes or more) immediately wins. The pattern on the board should help you estimate the size of the territory during play (each triangle is 15 hexes).

SETUP

First, one player places one white and one black piece anywhere on the board. Next, the other player decides whether to play with white or black. (Pie rule)

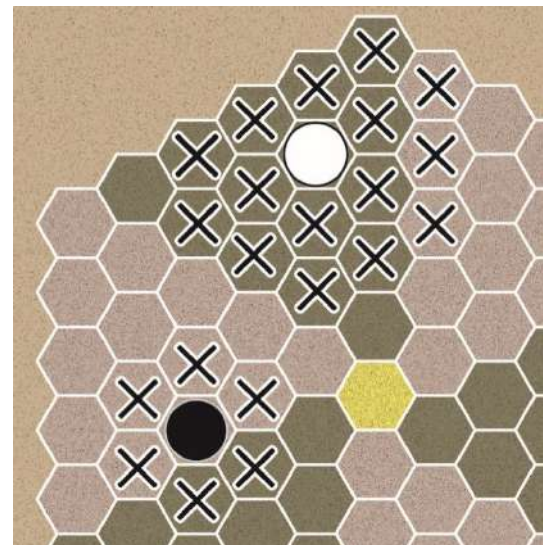
GAMEPLAY

White is the first player and turns alternate. The turn player may perform up to two of the following two actions in any order and combination. However, may not perform "placement" twice in one turn. Also, the player may not pass the entire turn unless there is no action that is legally possible.

-Placement

Place your piece on an empty hex on the board. The piece must be placed at least one step away from all of your pieces and at least two steps away from all of your opponents' pieces.

No piece may be placed in an opponent's territory.



(Fig.2) Black player cannot place her piece in the positions indicated X.

Please Turn Over⇒

-Movement

The player moves his/her piece on the board one step to an adjacent empty hex.

You can move twice in the same turn, but you cannot move the same piece twice in the same turn. In addition, a player may not move a piece placed within the same turn.

In summary, the following combinations of actions are possible in a single turn.

- (Move 1) Place your new piece.
 - (Move 2) Move another piece.
 - (Move 2) Pass.
- (Move 1) Move one of your piece.
 - (Move 2) Move another piece.
 - (Move 2) Place new piece.
 - (Move 2) Pass.

CAPTURE

If either player creates a border but fails to meet the victory condition, the game moves to the Emergency Phase after capturing all the opponent's pieces in the established territory (the captured pieces are returned to the opponent).

In rare cases, an enemy border may be included in the territory created. In such a case, all pieces of the opponent that form that border are also captured.

EMERGENCY PHASE

The game is considered to be in the emergency phase as long as there is at least one border on the board. If a territory is created in the first action of the turn, the emergency phase begins in the second action of the turn.

In the Emergency Phase, the restrictions on normal actions are lifted in the following ways:

- When placing a piece, it can be placed one step away from the opponent's piece (i.e. it must be placed at least one step away from all pieces of both opponent and you).
- When moving twice, the same piece can be moved twice.

CANCELING A BORDER

After a border has been created, the player may still move pieces that form his or her border. If the group no longer meets the border conditions as a result, both the border and the territory are cancelled.

When there are no more borders for either player on the board, the Emergency Phase is also cancelled at that point, and the rules return to normal.