

Bløctagøns (formerly Octess) is played on an octagonal tessellation. The goal for blue is to connect the blue side of the board with the other blue side of the board. The goal for green is to do the same with the green sides.

Players take turns filling in either a blank square or octagon.

Squares have a special feature. When two diagonally adjacent squares are filled in with the same color then a bridge between them must be made. This will split the sandwiched octagon's connection.

A bridge:

cannot

- connect to another bridge.
- build over another bridge (or under for that matter).

can

- build over all 3 possible octagon colors (yours/opponents/blank)

must

- be laid when two diagonally adjacent squares are filled in with the same color. If a placement of a square provides an opportunity for more than one bridge to build then the player must choose exactly one to build.

will

- split the connection when laid over an octagon of the opponents color.
- prevent a split when laid over ones own colored octagon.

If a bridge is made over a blank octagon then that blank octagon may still be claimed by either player remaining under the bridge.

Once one player has made their connection the other player receives one last turn in case there is an opportunity to sever it. The pie rule is used to start the game.

[Rules by Daniel Shultz, 2010, [ref](#)]