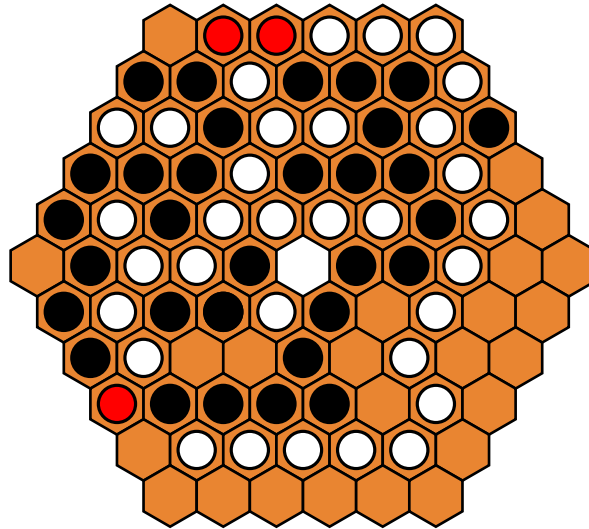


Hula



A finished game won by black.

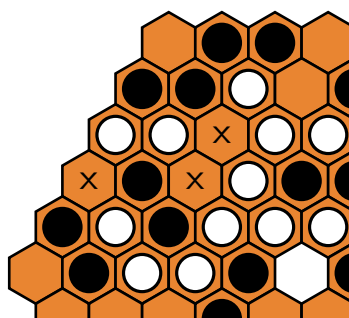
Hula is a game where players aim to form a loop around the center of a regular hexagonal board, using their own stones and, possibly, some number of neutral stones. The recommended board size is 6, though 5 or 7 can be used for a quicker or a longer game. The pie rule may be used for balance.

Hula was designed by Hoembla in 2024.

Rules

1. Play on a regular hexagonal board with the center cell marked and blocked.
2. Passing is not allowed.
3. On your turn, place a stone of your colour on any free space, but:
4. If your placement would connect the center cell with the edge through a mono-coloured group (so not counting neutral stones), place a neutral stone instead.
5. The first player to form a loop around the center cell with stones of their colour, possibly including some neutral stones, wins. If both loops are created at the same time (through the placement of a neutral stone), the player with the shortest loop wins. If the loops are equally long, the player whose loop contains fewer neutrals wins. If this is also equal, the second player wins.

Example



On white's turn, playing on any of the spots marked 'x' would create a white connection between the center and edge. Therefore, white can only play neutral stones there.