

Groupthink

2020, Simon R, <https://boardgamegeek.com/thread/2555625>

The game is played on a hexagonal grid of side lengths 6 (91 cells).

- Enough Black/White/Neutral counters to finish the game.
- Some scoring markers for each player (in two colours) to indicate captured counters.

Definitions

- **Group:** Counters of a single colour which are connected to each other, either directly or through a series of same-coloured counters. 1 lone counter is also a Group.
- **Neutral counters:** Are essentially dead-space. They do count as part of Groups.

Rules

- (1) Players take turns. One player is Black the other is White. Black starts.
- (2) On each turn a player must place 1 counter of their colour anywhere on the board.
- (3) If when placing a counter, a player increases a Group so that it contains 4 or more of their counters, then:
 - a. all counters in the Group are turned into neutral counters.
 - b. any opponent Groups directly adjacent to them are replaced with scoring markers (for the player who just formed the group).
- (4) When the final counter is played (or the players agree that no further scoring can take place) the game is over, and whoever has captured more of the opponents' counters wins.