**Pack-It**

2025, Phil Leduc, <https://sites.google.com/site/theowlsnest02/home/springtime>

***Pack-It*** is a simple print-n-play game for two, with players trying to occupy most cells of the board by placing pieces in small symmetrical packets. *Pack-It* can be played on tessellations of regular repeating cells and any pattern of cells consisting of a central cell and adjacent cells.

*Pack-It* was conceived during the development of [***Astralis***](https://sites.google.com/site/theowlsnest02/home/astralis?authuser=0) which uses the same packing mechanism but is dynamic with moving tokens and blocking. *Astralis* is the superior strategic game, while *Pack-It* is a good, well-balanced, cafe game with simple heuristics. Scores are usually very close for players of equal ability.

A hexagon shaped blue and black pattern

AI-generated content may be incorrect.

The recommended board is hex-hex-7 and standard pattern, or packet, is a hex-hex-2. See Figure 1. For variety, players can use different board shapes or can seed the board with neutral pieces. See Figure 2.

A hexagon shaped object

AI-generated content may be incorrect.

***Figure 1.*** *Sample Game on Hex-hex-7 Board*In the standard game, a komi of 3.5 is given to the second player, Red. The final scores are White 45 and Red 42.5 (39 + 3.5). White wins.

On a turn, a player places a piece on any empty cell, then places pieces on all adjacent empty cells and replaces all opponent pieces adjacent to the initial cell with neutral pieces.  A player scores a point for every owned piece on the board. When all cells are occupied, a komi of 3.5 is given to the second player. (The komi is always set to half of the packet size.) The player with the highest score wins.

*A screenshot of a grid

AI-generated content may be incorrect.*

***Figure 2****. Set up with Neutral Seeds  
At the end of this game a komi of 4.5 is given to Red the second player. Piece counts are White 39, and Red 35. Red wins 39.5 to 39!*

The games above were played using the Alpha-Beta AI in the Ludii Game System's Player version 1.3.14. For those interested, the Ludii file "*Pack\_It Final 02.lud*" can be downloaded from the [*Game Files*](https://sites.google.com/site/theowlsnest02/game-files?authuser=0) page. The game file offers options for board shapes and sizes and various packet patterns. Seeding can also be turned on and off.  See below.

|  |  |  |
| --- | --- | --- |
| A hexagon pattern with a flower  AI-generated content may be incorrect. Hex-hex-7 Clipped | A hexagon pattern with a flower in center  AI-generated content may be incorrect. Hex-7-6 Limped | A screenshot of a game  AI-generated content may be incorrect. Square-9 Orthogonal |
| A screenshot of a game  AI-generated content may be incorrect. Square-9 Diagonal | A triangle with white and yellow hexagons  AI-generated content may be incorrect. Triangle -10 |  |

**Copyright (c) 2025, Phil Leduc**

Please note that for now these game rules **may** be duplicated and distributed via the web. All rights are reserved*.* Those that wish to program or sell this game in any form should contact the author at philleduc.pled@gmail.com for permission or a license to do so.