

# HY 2

by Mark Steere

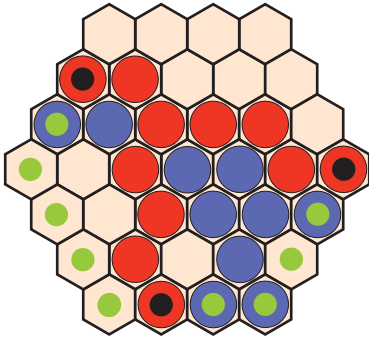


Figure 1

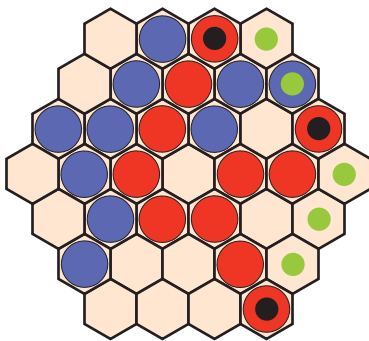


Figure 2

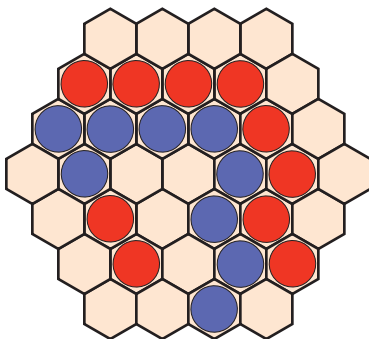


Figure 3

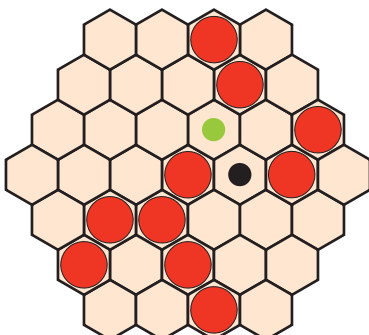


Figure 4

## INTRODUCTION

HY 2 is a two-player game played on a regular hexagonal board (all sides of equal length) of any size, initially empty. The two players, Red and Blue, take turns placing their own stones onto unoccupied cells of the board, one stone per turn, subject to the placement restriction. See **PLACEMENT RESTRICTION** below. Each player will always have a placement available. Red starts. Mark Steere designed HY 2 in September 2023.

## OBJECT OF THE GAME

To win, you must form a group of your stones such that:

1. At least two of the group's stones occupy perimeter cells.
2. The shortest perimeter path that includes all of the perimeter cells occupied by the group's stones comprises more than half of the perimeter.

In **Figure 1**, black dots mark the perimeter stones of the red group. The shortest perimeter path (black and green dots) that includes all of the perimeter cells occupied by the group's stones comprises more than half of the perimeter. Thus Red has won the game.

In **Figure 2**, the shortest such perimeter path does not comprise more than half of the perimeter, so this is not a winning position for Red.

Red has won in **Figure 3**.

## PLACEMENT RESTRICTION

You can't form a path connecting opposite sides of the board unless by doing so you win the game. See **OBJECT OF THE GAME** above. A corner cell is considered to be part of both of the sides adjacent to it.

In **Figure 4**, blue stones are omitted for clarity. Red cannot place a stone on the cell marked with a black dot because it would form a path connecting the upper right and lower left sides of the board without winning the game. But Red can place on the green dot because, while it forms a path connecting the top and bottom sides, it also wins the game.

## DESIGN NOTES

HY 2 was preceded by Hexagonal Y. HY 2 is just a different way of ensuring that a winning Y will form with no possibility of a deadlock.

## AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of HY 2. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at [marksteeregames.com](http://marksteeregames.com).