

SINGULARITY

by Mark Steere

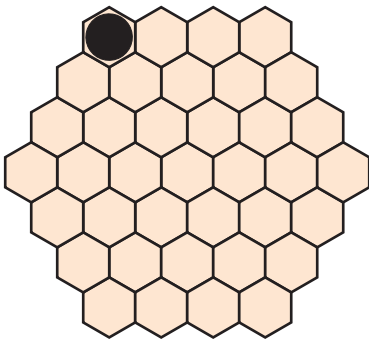


Figure 1

INTRODUCTION Singularity is a two-player game played on a regular hexagonal board (all sides of equal length) of any size. The two players, Red and Blue, take turns placing their own stones onto unoccupied cells of the board, one stone per turn. Each player will always have a placement available. Red starts. Mark Steere designed Singularity in March 2024.

INITIAL SETUP The board is initially populated with a single black stone permanently located in one of the corners, but is otherwise empty. **Figure 1** shows the initial setup.

OBJECT OF THE GAME There are two ways to win. Surround the black stone or form a Y, both explained below.

SURROUND THE BLACK STONE Form a group of your stones which occupies at least two perimeter cells and meets the following criteria. There must be a path of perimeter cells between two of the group's perimeter stones (but not including them) that includes the black stone and is half the length of the perimeter.

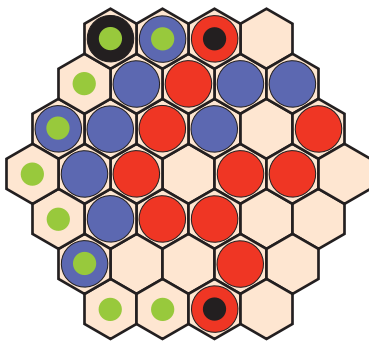


Figure 2

In **Figure 2**, Red has won. The path of perimeter cells indicated by green dots extends between the two red perimeter stones indicated by black dots. The path is nine stones long (half the length of the perimeter) and includes the black stone.

FORM A Y Form a group of your stones which occupies at least two perimeter cells and meets the following criteria. Consider the perimeter cells that form the shortest paths between the group's perimeter stones. The group's perimeter stones, together with the shortest perimeter paths connecting them, must comprise the entire perimeter.

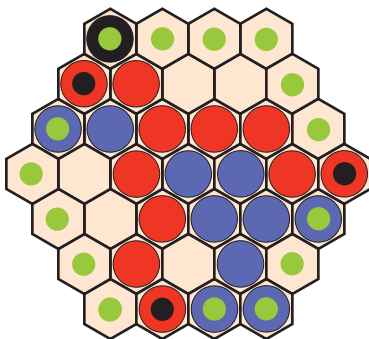


Figure 3

In **Figure 3**, Red has won. The red perimeter stones (indicated by black dots), together with the shortest perimeter paths connecting them (indicated by green dots), comprise the entire perimeter.

In **Figure 4**, Red has won by forming a special kind of Y - a path of stones that connects opposite perimeter cells.

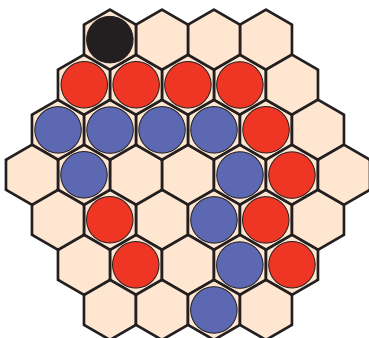


Figure 4

DESIGN NOTES In Y played on a hexagonal board, three of the corner cells must be marked. I considered, What if only one corner cell is marked?

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Singularity. 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.