HEXAGONAL Y

by Mark Steere

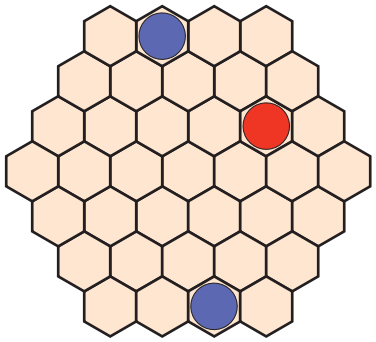

Figure 1

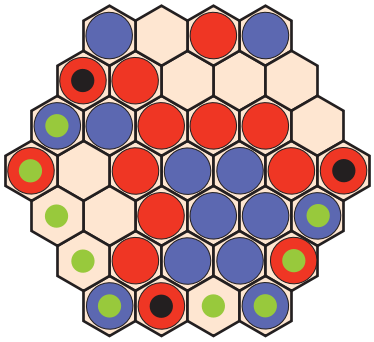

Figure 2

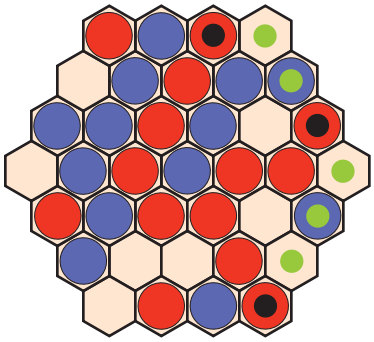

Figure 3

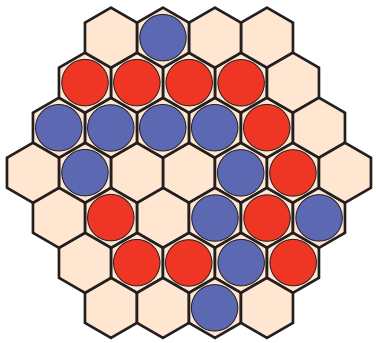

Figure 4

INTRODUCTION

Hexagonal Y is a two-player game played on an 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, starting with Red. Mark Steere designed Hexagonal Y in September 2023.

PERIMETER PLACEMENTS

If you begin your turn with a placement on a perimeter cell, you must immediately also place a stone on the opposite perimeter cell (opposite about the board's center point), concluding your turn. In **Figure 1**, Blue on his first turn placed two stones on opposite perimeter cells. For non-perimeter placements, you only place one stone per turn.

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 2**, black dots mark the perimeter stones of the large 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 3**, 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 4**.

DESIGN NOTES

I tranced continuously for five days on the problem of adapting Y to a regular hexagon. This extraordinary discovery surfaced like a message in a magic 8 ball. Not like a flash. More like dawnlight. A glimpse. An attraction. A narrowing.

I think of Hexagonal Y as, if not my magnam opus, at least one of my top two or possibly three designs. It's the proximity to Hex and Y. The simplicity. The rarity. The magnificence.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Hexagonal Y. 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.