

ATOLL

by Mark Steere

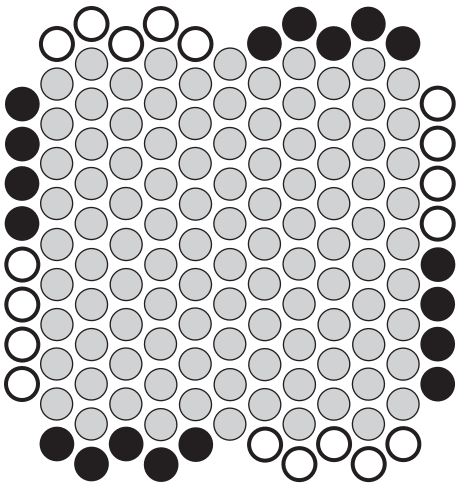


Fig. 1 - Initial setup

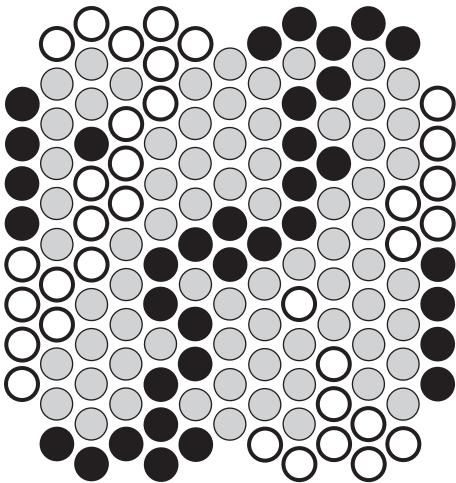


Fig. 2 - Black wins

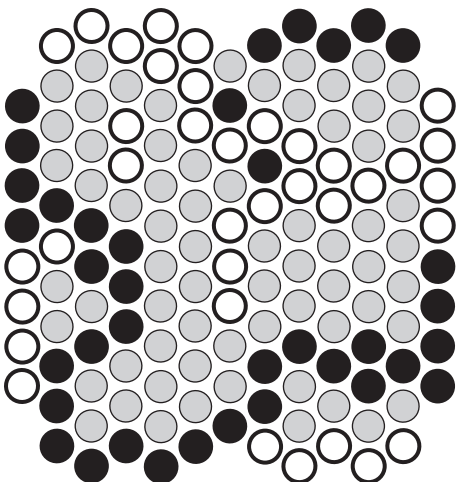


Fig. 3 - Black wins

INTRODUCTION Atoll is a two player game played on a hexagonal pattern grid. The game starts with eight “islands” of stones surrounding an empty grid as shown in Figure 1. Each player takes possession of an entire set of stones of one color, black or white. Each player owns the islands of his stones’ color. Draws and ties cannot occur in Atoll. Mark Steere designed Atoll in January 2008.

STONE PLACEMENT Players take turns adding their stones to the board, one stone per turn. Black makes the first placement of the game. Each player will always have a placement available on his turn and must make one.

OBJECT OF THE GAME To win you must connect two of your islands, which are exactly opposite each other, with a contiguous sequence of your stones. The stones of your islands can be included in the sequence.

In Figure 2 Black wins by connecting his North and South islands. In Figure 3 Black wins by connecting his West and East islands. Note that stones in Black’s South island comprise part of the winning sequence.

GENERALIZED ATOLL A generalized form of Atoll can be played on any board with a multiple of four islands. Figure 4 shows some examples. As you can see, Hex (Figure 4a) is merely a special case of Atoll.

The generalized object of the game is as follows: A perimeter path is a sequence of edge cells (the outermost cells in the playable area). To win you must connect two or more of your islands such that the shortest possible perimeter path that connects to those islands connects to at least one more than half the total number of islands. For example, on a 12 island board you must connect two or more of your islands such that the shortest possible perimeter path that connects to those islands connects to at least seven ($12/2 + 1$) islands. Black wins in Figures 4b and 4c.

AUTHOR’S NOTE Feel free to publish this rule sheet and to program the game of Atoll for online or offline play. 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.

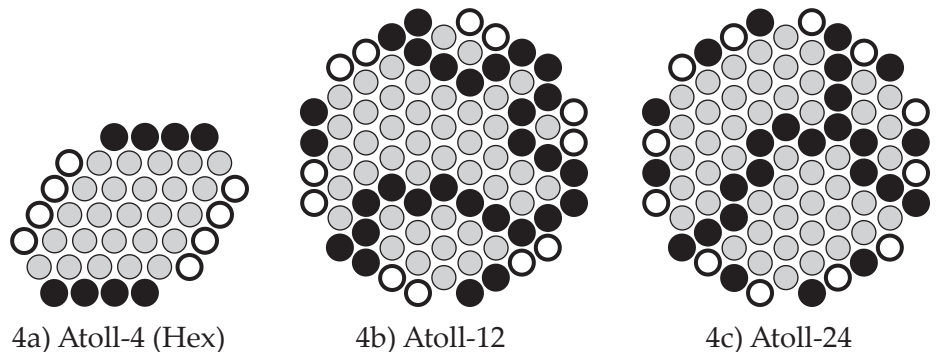


Fig. 4 - Atoll Variations