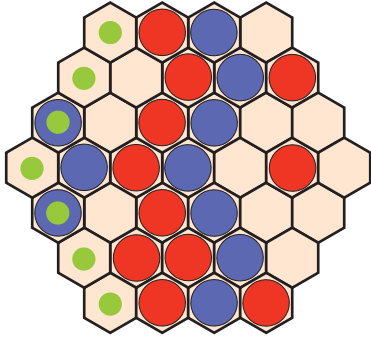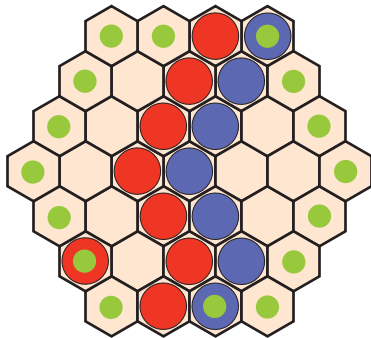# CORDON

by Mark Steere

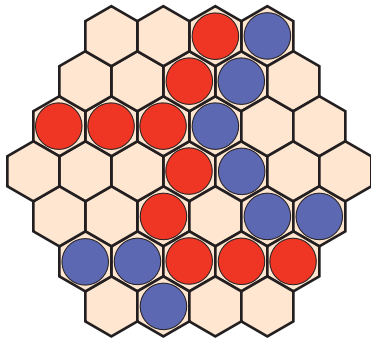**Figure 1**

Figure 2

Figure 3

INTRODUCTION

Cordon is a two-player game played on a hexagonal grid 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, starting with Red. Mark Steere designed Cordon in September, 2023.

CORDONING

To cordon off cells, extend a path of stones between (and occupying) two perimeter cells. Consider the shortest perimeter path between the two perimeter stones. The cordoned area is comprised of the stone path, the perimeter path, the cells (occupied or unoccupied) that they surround, as well as all stones in a group the stone path may be part of. In case you form a stone path that includes two perimeter stones directly opposite each other on the board, you have formed two shortest perimeter paths and cordoned off the entire board.

A cordon is nullified and rendered irrelevant when it has been surrounded by or included within an enemy cordon.

In **Figure 1**, the perimeter path of the red cordon is indicated by green dots. Red has cordoned off 19 cells. The blue cordon on the left is nullified by the surrounding red cordon. Blue has cordoned off 18 cells on the right.

In **Figure 2**, Red has formed a stone path that includes two perimeter stones that are directly opposite each other on the board. In doing so, Red has formed two shortest perimeter paths (green dots) and cordoned off the entire board. The blue cordon was nullified, having been included within a red cordon.

OBJECT OF THE GAME

The object is to cordon off more cells than your opponent. In **Figure 1**, Red has won by cordoning off 19 cells while Blue has only cordoned off 18 cells. In **Figure 2**, Red has won by cordoning off the entire board. Likewise in **Figure 3**, Red has won by cordoning off the entire board. The board wasn't filled in any of these examples, but there was no possibility of Blue winning in any of them, so early victories were declared for Red.

AUTHOR'S NOTE

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