DODO

by Mark Steere

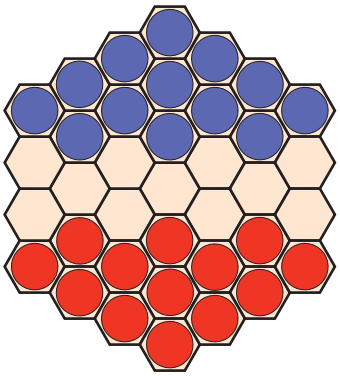

Fig. 1 - Initial Setup.

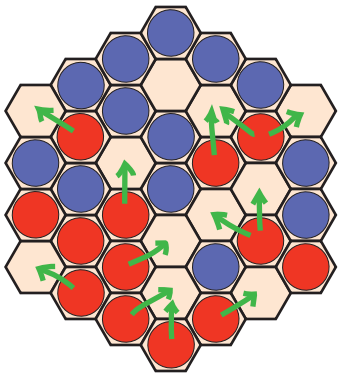

Fig. 2 - Red's Moves.

All of Red's available moves are indicated.

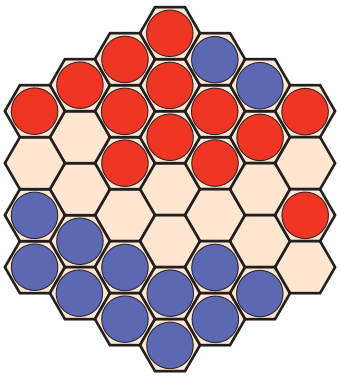

Fig. 3 - Blue Wins.

At the beginning of Blue's turn, he has no available moves. So Blue wins.

INTRODUCTION

Dodo is a two player game played on a hexagonal grid of any size, initially set up as shown in Figure 1. The two players, Red and Blue, take turns moving their own checkers, one checker per turn, starting with Red. Players are not allowed to pass. Mark Steere designed Dodo in May, 2021.

MOVES

All moves are to unoccupied cells. Players can move their checkers one cell directly forward or diagonally forward. See Figure 2.

OBJECT OF THE GAME

If at the beginning of your turn you have no moves available, you win. See Figure 3.

AUTHOR'S NOTE

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