HEXOTIC by Mark Steere



Figure 1



Figure 2



Figure 3



INTRODUCTION

Hexotic is a two-player game played on a 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. Sometimes a player concludes his turn with the removal of enemy stones. Mark Steere designed Hexotic in February 2024.

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). 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 eliminate all enemy stones from the board.

CAPTURES

If you form a path which surrounds enemy stones, you must immediately remove the surrounded enemy stones from the board, concluding your turn.

SURROUNDING PATH TYPES

LOOP: In **Figure 2**, Red has formed a loop surrounding three blue stones. PARTITION: In **Figure 3**, Red has formed a partition surrounding five blue stones. A partitioning path occupies two non-adjacent perimeter cells. It surrounds the area which includes the shortest perimeter path between the two perimeter stones. In **Figure 4**, Red has surrounded all of the blue stones.

DESIGN NOTES

Hexotic is a rare, Oust-class game. That is, it's a two-color game of placements and captures in which the board starts out empty and ends with only one color of stones on it. Hexotic is closely related to the connection game, Hexagonal Y, another Mark Steere game.

AUTHOR'S NOTE

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