

Estate

Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

Estate is a connection game using a hexagonal board. The board is divided into five concentric areas, with each area containing a different value of space. Players pay points to place their pieces according to the area, as if they were buying land, and aim to connect the opposite sides of the board with their pieces.

COMPONENTS

- Hexagonal board with 5 hexes on each side, consisting of concentric areas
- Two-colored pieces (35 pieces each)

GAMEPLAY

Decide in an appropriate way which player will play with which color. At first the board is empty.

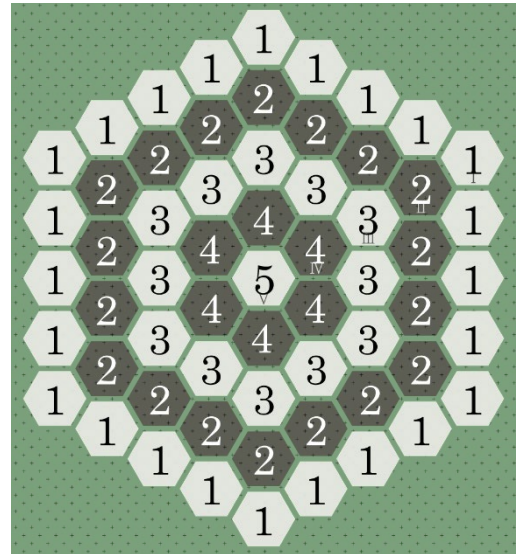
Players take turns, starting with the player of the light color. The turn player places 1 to 5 pieces of his/her color on the board according to the following rules.

PLACEMENT RULES

The turn player has 5 points at the beginning of each turn. These points are used to determine where and how many pieces are placed on the board.

The board is divided into five ring-shaped areas starting from the center. The space in the center area (one hex) is the most

valuable at 5 points, the value of the area decreases by one point each time away from it, and the spaces in the outermost area are all worth 1 point.



(Fig. 1) Showing the points needed to place a piece in each space

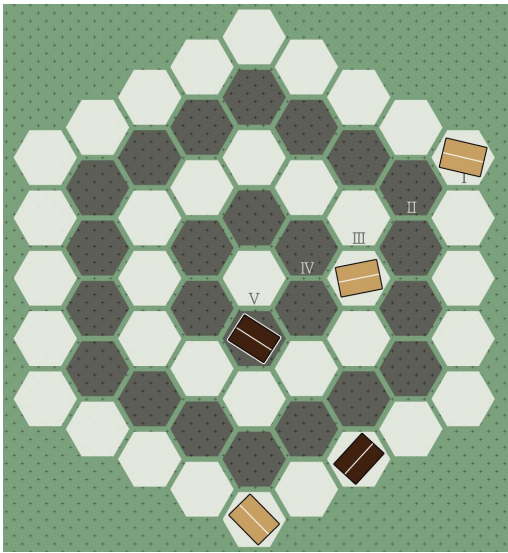
For each piece placed, the player pays points based on the value of the area.

For example, placing a piece in the center requires 5 points, so only one piece can be placed in that turn. If all the pieces are placed in the outermost area, the player can place 5 pieces. You may also place two or more pieces in different areas, as long as the total does not exceed 5 points.

When placing multiple pieces, they do not have to be adjacent to each other.

You do not have to use up all your points in a turn, but you cannot save points for the next turn. Passing is not allowed.

Please Turn Over →



(Fig. 2) Example of placement. The light player placed one piece in area III and two pieces in area I in the first turn. Next, the dark player placed one in area IV and one in area I.

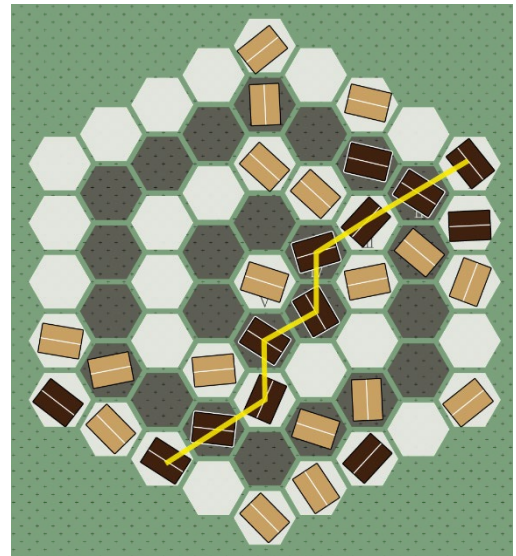
PIE RULE (OPTIONAL)

As an optional rule to adjust the advantage of the first player, the second player (Dark) may exchange colors to take charge after the first move of the first player (Light). If the color is exchanged, the previously first player continues to take the turn as the second player.

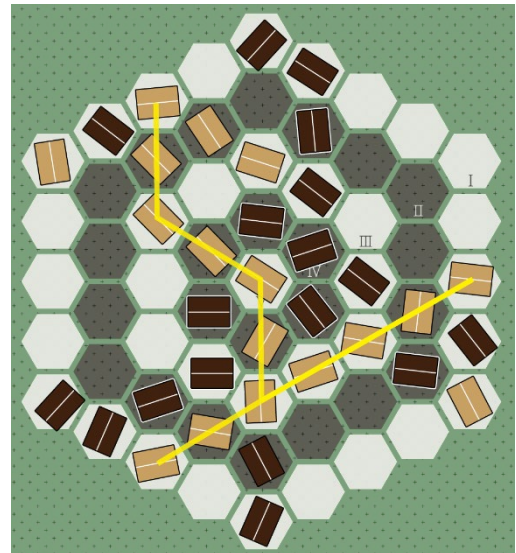
GAME END

The player who connects the sides of the board facing each other with pieces of their color immediately wins the game. A corner belongs to both sides.

In rare cases, the player can also win by connecting three non-adjacent sides of the board.



(Fig. 3) The dark player wins by connecting opposing sides. Note that the corners belong to two sides.



(Fig. 4) The light player wins by connecting three sides that are not adjacent to each other.