

# Stoic

Designed by **Kanare Kato**

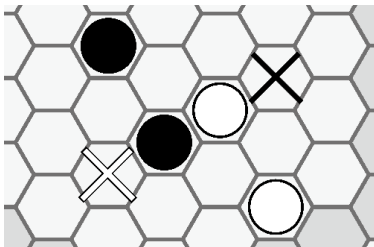
2 players / 20 minutes / 8 years and older

**Stoic** is a simple game in which players take turns placing pieces according to a set of rules. It can be played on hexagonal boards of any size, but the size of 4 or 5 hexes per side are recommended.

## GAMEPLAY

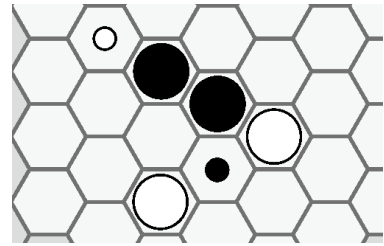
Decide the size of the board to be used and which player will play with which color of white or black. White is the first player.

Starting with an empty board, each player places a piece of their own color on an empty hex on each turn. At this time, you cannot place a piece in a position where two of your pieces sandwich one of your opponent's pieces.



A black piece cannot be placed on a black X and a white piece cannot be placed on a white X.

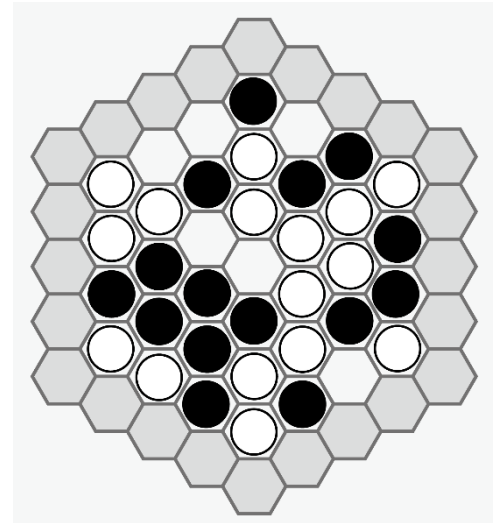
However, you can place your piece between two of your opponent's pieces that have already been placed. You can also place your piece so that two of your pieces sandwich two or more of your opponent's pieces in a row.



A white piece may be placed on the white point, and a black piece may be placed on the black point (as on all other hexes).

## GAME END

The player who cannot place a piece in their turn loses the game.



Example of the end of a game with 4 hexes per side. White wins because Black could not place a piece on his turn.

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# Stride

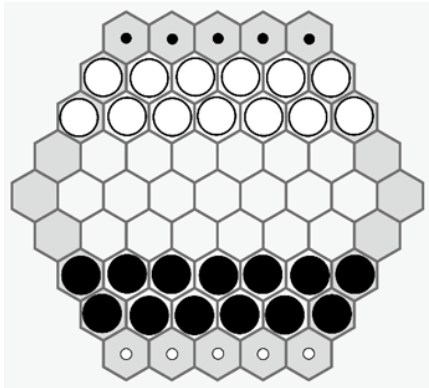
Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

**Stride** is a game inspired by Checkers and Halma. You move your pieces toward the opposite side of the board while performing jumping actions, but unlike these classic games, you cannot move your pieces except by jumping.

## SETUP

Decide which player will use which color (white or black), and place 13 pieces of each color in an area of 5 hexes per side, as shown below.

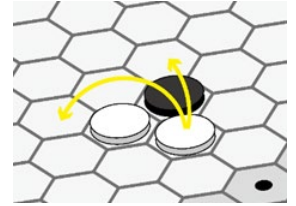


Initial position. The black and white dots indicate the goal points of each player.

## GAMEPLAY

Starting with the white player, move one of your pieces each turn. Passing is not allowed.

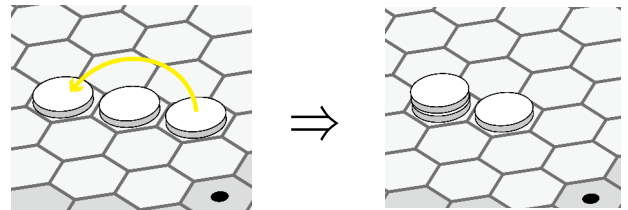
All pieces move only by jumping over one adjacent piece or stack (either color) landing on the hex immediately following it. There is no continuous jumping.



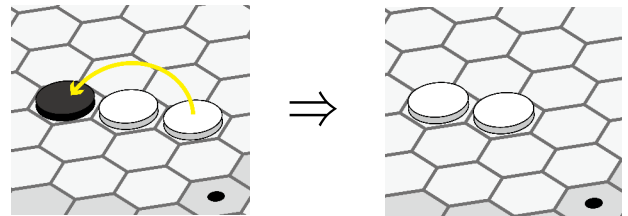
Pieces move only by jumping.

The hex it lands on can be an empty hex or a hex with pieces of any color. If there is a piece of friendly color on the hex where it lands, stack the moving piece on top of it. There is no limit to the height of the stack.

If there is a piece of the enemy color at the landing hex, the enemy piece is captured and removed from the game. If there is an enemy stack, the entire stack will be captured.



If it lands on your piece, it makes a stack.



If you land on an enemy piece, you capture it.

When you move a piece from your stack, you move only one piece on the top of the stack. You cannot move the entire stack at the same time.

Please Turn Over ⇒

## MOVEMENT RESTRICTIONS

All pieces are free to move diagonally forward (by jumping), but when jumping sideways or diagonally backward, one of the following conditions must be met.

- \* The move can capture an enemy piece or stack.
- \* The moving piece will be placed on a higher position of a friendly stack than before the move.

## GAME END

You win if your piece reaches one of the hexes at the far end of your opponent's side and that piece is not captured in the next opponent's turn.

If you have no pieces to move in your turn, you lose.

# Squish

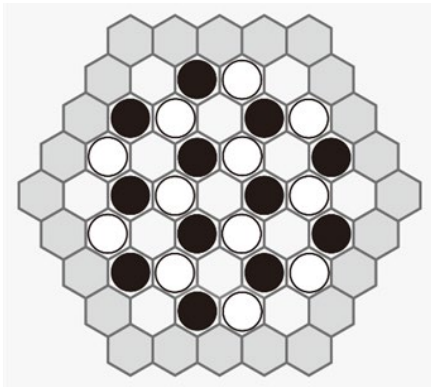
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

**Squish** is a unification game based on simple movement rules. It can be played on hexagonal boards of any size, but the recommended size is 4 or 5 hexes per side. For games of size 5 or larger, recommended using advanced rules.

## SETUP

For a game of 4 hexes per side, place the pieces as shown in the diagram below. For larger games, the same pattern can be extended to place the pieces.



Initial setup

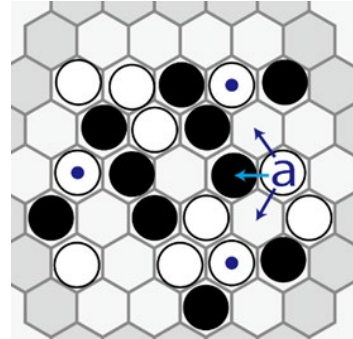
Decide which player will play with which color (white or black). White is the first player to play.

## GAMEPLAY

On your turn, you move one of your pieces to an adjacent hex. You must move it so that it is close to a friendly piece on the

same line. If there is no friendly piece on the same line, the piece cannot move on that line.

If there is an enemy piece on the move, the enemy piece is captured and removed from the game. It cannot move into a hex containing a friendly piece.



The white piece marked with “a” can only move to the adjacent hexes marked with arrows. The white pieces marked with blue dots are the pieces on the same line that “a” can approach.

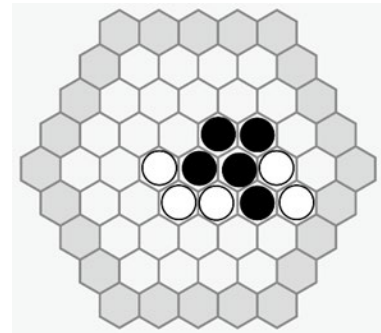
## END OF THE GAME

The player who puts all friendly pieces remaining on the board into one group wins the game immediately.

If your move causes your opponent to achieve the above victory condition, your opponent wins. If both

players achieve the win condition at the same time, the player who made the move wins. If the player fails to move any pieces during their turn, the one loses the game.

This game may cycle. If both players decide that they are in a cycle, the game is a tie.



Black wins.

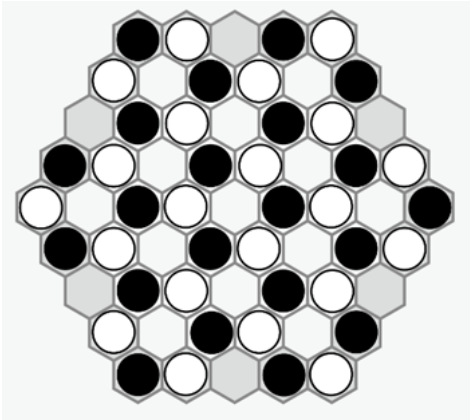
Please Turn Over ⇒

## Variants (Flowish)

As mentioned above, Squish has a design flaw in that it can rarely fall into a cycle. The following variant sets up rules that theoretically prevent Squish from falling into a cycle, while maintaining the gameplay of Squish.

### SETUP

Same as squish, but the recommended size is 5 hexes per side.



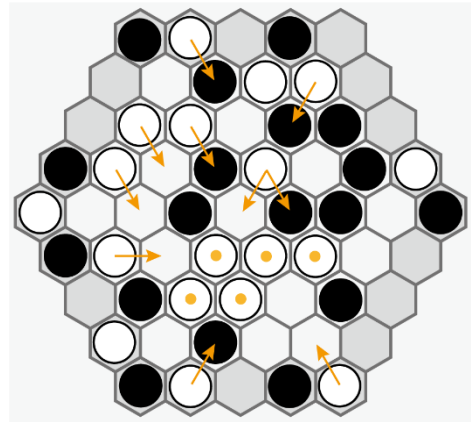
Initial setup (5 hexes per side)

### DEFINITION

A **group** is pieces of the same color that is adjacent to each other. The size of a group is the number of pieces it contains. A singleton is considered a group of size 1.

### GAMEPLAY

The white player plays first. On your turn, you move one of the friendly pieces into an adjacent hex. However, it must be on the same straight line as one of the pieces in your largest group, and you must move it along that line toward that largest group. Such a straight line is called a **flowline**.



The arrows show the pieces that can be moved in White's turn and their directions. Pieces with dots indicate the largest group of white pieces.

As in normal squish, if there is an enemy piece at the destination, the enemy piece is captured and removed from the board. You cannot move to a place where there is a friendly piece.

If the piece you want to move is on more than one flowline, you must move it toward the nearest piece of the largest group (if there is a friendly piece at the destination, the piece cannot be moved).

If none of your pieces are on the flowline at the start of your turn, you move one of your pieces toward the nearest flowline.

### GAME END

The player who has all of their remaining pieces on the board in one group wins the game immediately. The player who has only one piece on the board also wins.

Unlike normal Squish, this game always ends with one of the players achieving a unification.

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Special Thanks: Dale Walton

# Unlace

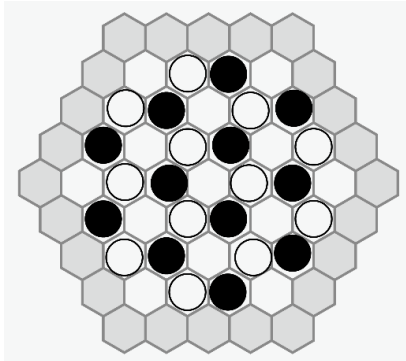
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

**Unlace** is a derivative game of Squish. It was invented with the idea of creating a pure stalemate game (a game where players compete for room to move) from the same initial layout as squish. Contrary to squish, if you unify all your pieces first, you often lose.

## SETUP

For a game of 4 hexes per side, place the pieces as shown in the diagram below. For larger games, the same pattern can be extended to place the pieces.



Initial setup

Decide which player will play with which color (white or black). White is the first player to play.

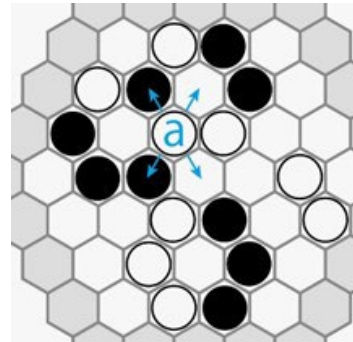
## DEFINITION

A "group" is pieces of the same color that is adjacent to each other. The size of a group is the number of pieces it contains.

## GAMEPLAY

On your turn, you move one of your pieces to an adjacent hex. However, it must belong to a larger group than the one before it was moved.

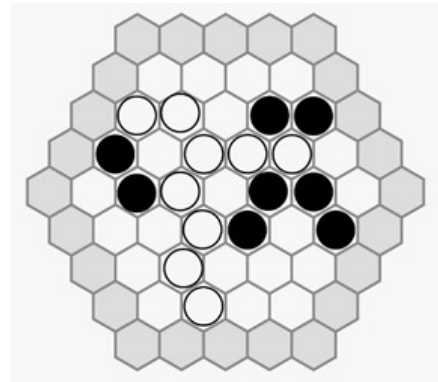
If there is an enemy piece on the move, the enemy piece is captured and removed from the game. It cannot move into a hex containing a friendly piece.



The white piece marked with "a", which belongs to the size 2 group, can only move to the adjacent hex of the arrow.

## END OF THE GAME

The player who cannot move in his turn loses.



Black wins because White could not move on the turn.

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Special Thanks: Dale Walton

# Skirt

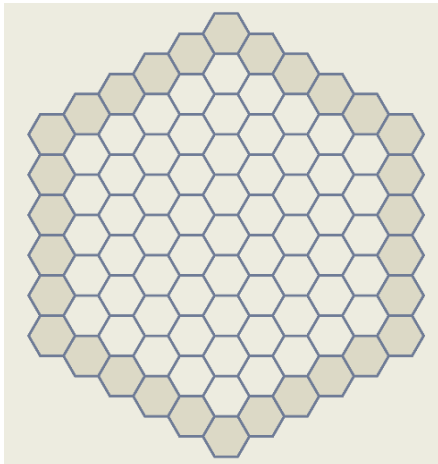
Designed by **Kanare Kato**

2 players / 30 minutes / 8 years and older

**Skirt** is a game that belongs to the same category as Hex, where the objective is to connect the two sides of the board with pieces of your own color. However, which sides need to be connected depends on the progress of the game. It can be played on a hexagonal board of any size.

## THE BOARD

In this game, the board is divided into the **outer area** and the **inner area**. The outer area is all the hexes on the outermost perimeter of the area being used. The outer area consists of six sides, and each corner hex is considered to belong to two sides. The inner area is all the inner hexes that are surrounded by the outer area. (Fig. 1)



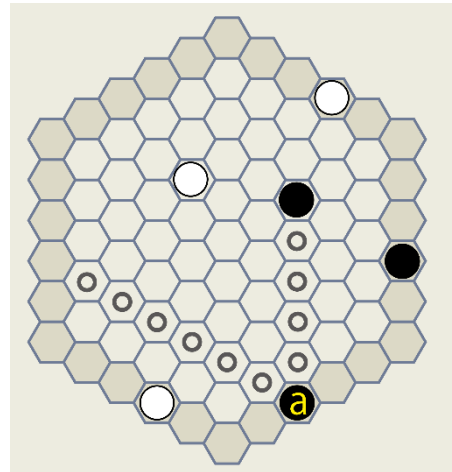
(Fig. 1) A board for a game with six hexes per side. Darker areas indicate the outer area.

## GAMEPLAY

Decide which player will play with which color of white or black. First, the player of white color places one of their colored pieces on any empty hex in the outer area.

Starting with the next black player's turn, players perform the following two actions in this order on their turn.

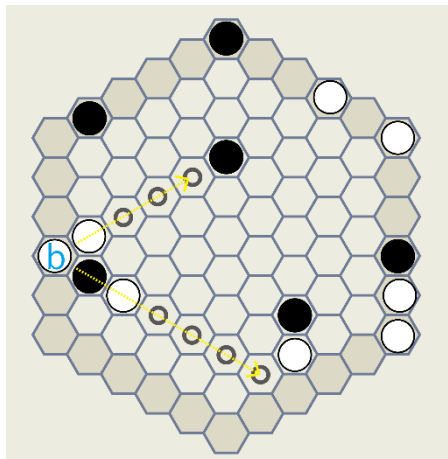
- 1) First, place a piece of their color in an empty hex in the outer area.
- 2) Next, place another piece of their color on one of the empty hexes in the inner area that is on the same line as the piece in the outer area just placed and has no other pieces in between. (Fig. 2)



(Fig. 2) If the black player places a piece in position **a**, the player can then place a second piece in any of the gray circle positions.

However, if there is a piece in the inner area that is adjacent to the first piece placed in 1), the second piece may be placed in any of the empty hexes beyond it, ignoring (jumping over) that piece and any unbroken line of pieces connected to it. If a

piece “jumps over” an adjacent piece (or a line of pieces), it cannot jump over any other piece again. (Fig. 3)



(Fig. 3) If the white player places a piece in position **b**, the player may subsequently place a second piece in any of the gray circle positions.

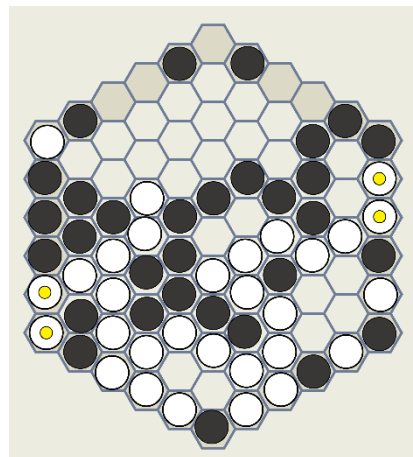
You can also skip 1) above and perform action 2) based on your pieces in the external area that are already placed. You cannot pass the entire turn.

## END OF THE GAME

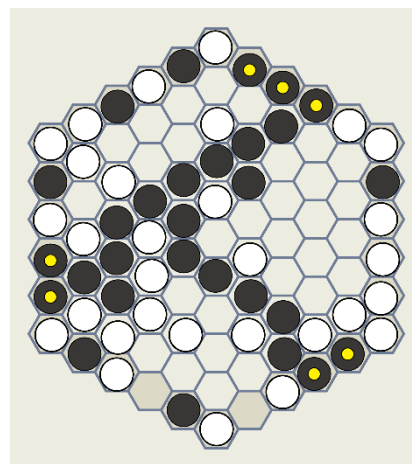
The player who connects any friendly pieces placed on opposite sides of the outer area with an unbroken line of friendly pieces wins the game immediately. (Fig. 4)

Alternatively, a player can also win by connecting three non-adjacent edges of the board to each other. (Fig. 5)

Note that a corner belongs to two sides.



(Fig. 4) The white player wins (yellow dots indicate pieces in the outer area that meet the victory conditions)



(Fig. 5) The black player wins by connecting three non-adjacent edges.



# Node

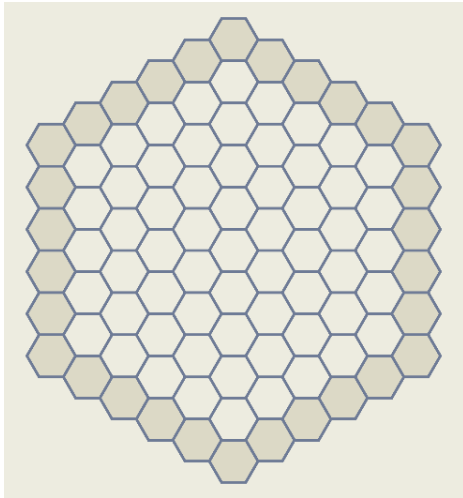
Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

**Node** is the sister game of Skirt. It is played under the same conditions as Skirt but differs from Skirt in the rule of placing a second piece during a turn.

## TERMS

In this game, the board is divided into the **outer area** and the **inner area**. The outer area is all the hexes on the outermost perimeter of the area being used. The outer area consists of six sides, and each corner hex is considered to belong to two sides. The inner area is all the inner hexes that are surrounded by the outer area. (Fig.1)



(Fig. 1) A board for a game with six hexes per side. Darker areas indicate the outer area.

Individual pieces placed in the outer area are called **anchors**, and individual pieces placed in the internal area are called **nodes**.

## PREPARATION PHASE

Decide which player will play with which color of white or black. First, the player of white color places one of their colored pieces on any empty hex in the outer area. Next, the player of black color places two of his color pieces on any empty hexes in the outer area.

## MAIN PHASE

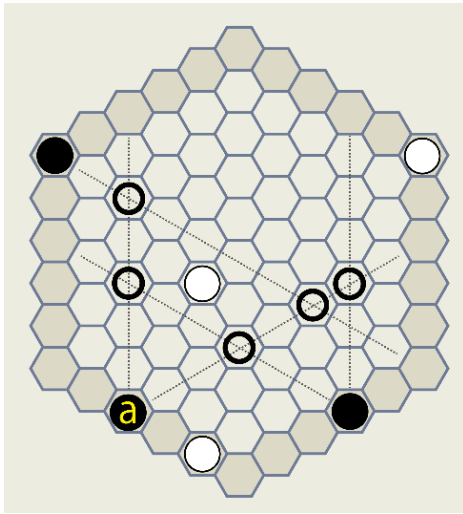
Starting with the next white player's turn, each player performs both of the following actions in this order on their turn.

- 1) Place a piece (anchor) of their color on an empty hex in the outer area.
- 2) Next, place a piece (node) of their color on one of the empty hexes in the inner area that is on the same line as both the anchor you just placed in 1) and one of your other anchors. (Fig. 2)

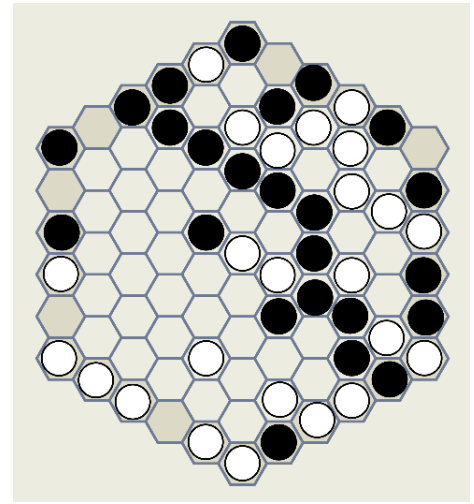
Note that the two anchors used in 2) and the node placed by the anchors must not be on the same line.

You can also skip 1) above, choose two of your anchors that have already been placed, and place your node on an empty hex in the inner area that is on the same line as both of them.

You cannot pass the entire turn. After placing an anchor in the external area, if there are no empty hexes left in the corresponding internal area, only phase 2) may be skipped.



(Fig. 2) If the black player places an anchor at position **a**, the player can continue to place a node at any of the positions indicated by the black rings.



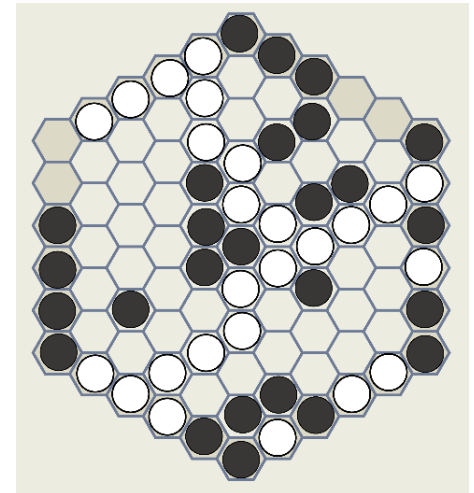
(Fig. 3) Dark wins

## GAME END

The player who connects two of their anchors placed on opposite sides of the outside area with an unbroken line of their own pieces (nodes and/or anchors) wins immediately. (Fig. 5)

Alternatively, a player can also win by connecting three non-adjacent edges of the board to each other. (Fig. 4)

Note that a corner belongs to two sides.



(Fig. 4) White wins

# Orochi

Designed by **Kanare Kato**

2 players / 20 minutes / 8 years and older

**Orochi** is a placement game with a somewhat unusual goal. The game is played by placing pieces one by one on an empty board, but you can also place enemy pieces on your turn. The game is basically about connecting your colors for as long as possible, and can be played on any size board, but a size of 4 hexes per side is recommended at first.

## DEFINITION

A **group** is pieces of the same color that are adjacent to each other. The size of the group is the number of pieces in the group.

A piece is said **over-connected** if it is adjacent to pieces of the same colors as itself in four or more directions.

## SETUP

Decide the size of the board to be used and which player will be in charge of which color of white or black. White is the first player.

First, the white player places a piece of any color anywhere on the board. Next, the black player places two pieces of any color combination on the board.

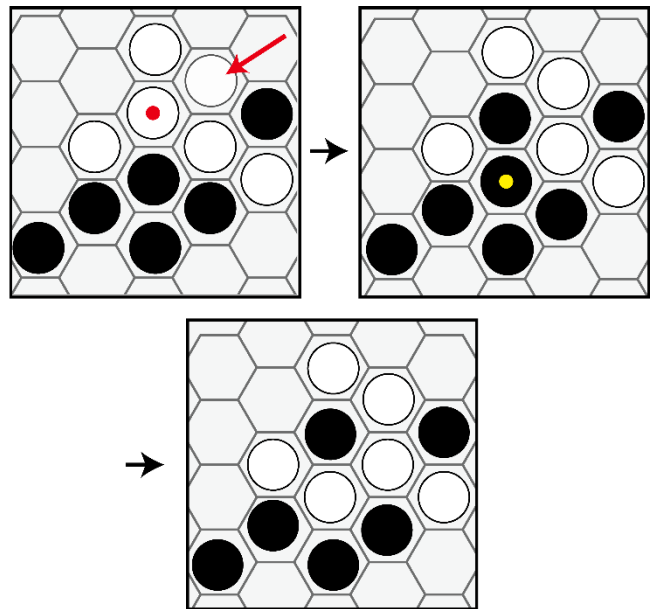
## GAMEPLAY

Starting with the white player again and turns alternate. Passing is not allowed.

The active player places a piece of any color on an empty hex. Then, if there is no over-connected piece, the turn ends.

If there are any over-connected pieces on the board, the active player keeps replacing them with the opposite color one by one, in any order, until there are no more over-connected pieces on the board. \*

The player who replaced at least one over-connected piece gets another full turn and continues taking additional turns until placement is not followed by replacement.



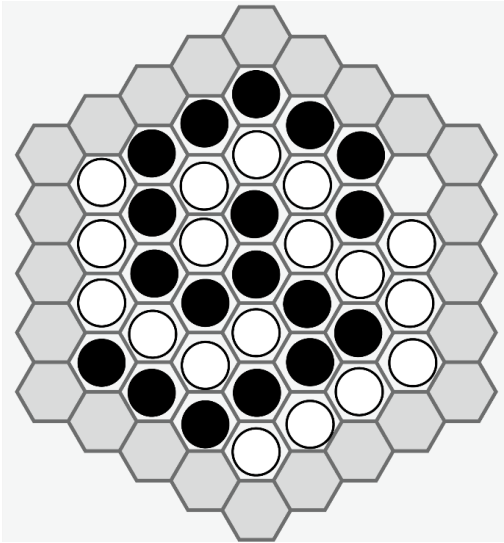
(Fig. 1-3) The player who adds the white piece with the red arrow next replaces the white over-connected piece indicated by the red dots, with a black piece. Then, the black piece indicated by the yellow dot becomes over-connected, so this piece is replaced with a white piece. The player gets an additional turn after this.

## GAME END

The game ends when there is only one empty hex left on the board. If the last placement causes over-connected pieces, process them all before the end.

Compare the groups of pieces of the same color adjacent to the last hex, and the player with the larger adjacent group wins (If there are multiple adjacent groups of the same color, the smaller group is ignored).

If there is an equal number of groups between players, the last player to place a piece loses.



(Fig. 4) Black wins by 18 to 12.

note\* Sometimes an over-connected piece becomes no longer over-connected because another over-connected piece was replaced first. Such a piece will not be replaced.

# Sibling

Designed by Kanare Kato

2 players / 20 minutes / 8 years and older

**Sibling** is one of the games in which players compete for group size, as with Orochi. Players place their pieces two at a time according to certain rules to increase the sizes of their groups. To beat your opponent, you must successfully grow your two large groups so that they do not merge with each other.

## DEFENITIONS

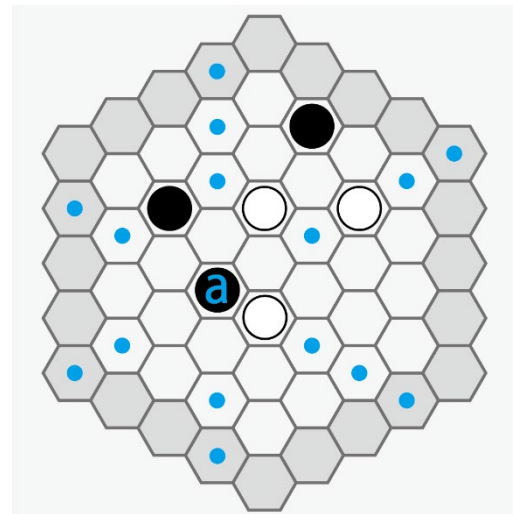
A set of pieces of the same color that are adjacent to each other on the board is called a **group**. The size of a group is the number of pieces in that group.

## GAMEPLAY

Decide the size of the board to be used and which player will play with which color. White is first.

The board is initially empty. The white player first places one of their pieces in a hex of their choice.

On the next Black's turn and every turn thereafter, the player places two pieces of their color on empty hexes for each. These two pieces must be on the same line along the six directions of the board and must not be next to each other (Fig. 1). There may or may not be other pieces between them. No passing is allowed.



(Fig. 1) Example of a game with 5 hexes per side. If black placed a piece in position "a" at the beginning of the turn, then must place a second black piece in one of the dotted positions.

## GAME END

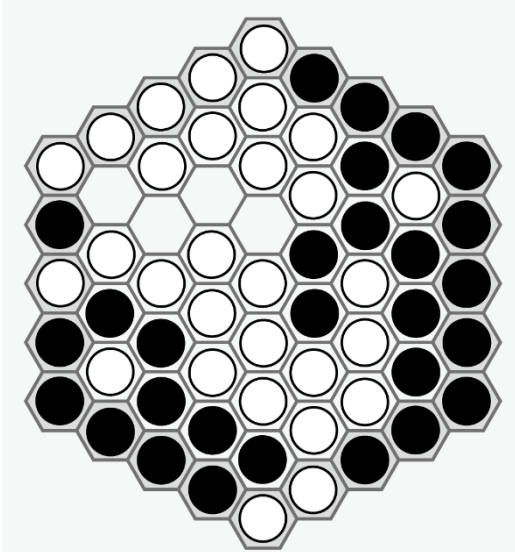
The game ends when no more pieces can be placed according to the previous rules. Check the sizes of your groups on the board, and if your second largest group is larger than your opponent's, you win. (Fig. 2-1, 2-2)

In case of a tie, the first largest group is compared, and if there is still a tie, the third, then fourth largest groups are compared and so on. No draws occur.

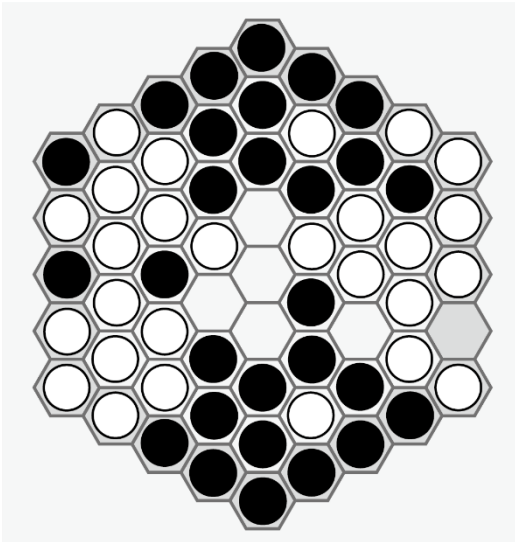
## PIE RULE

As an optional rule, the pie rule can be used at the beginning of the game. In this case, after white places the first white piece, black can choose whether to play as white or as black. Whether or not to use the pie rule should be decided in advance at the beginning of the game.

Please Turn Over⇒



(Fig. 2-1) Example of a finished game. White won by 11 to 10.



(Fig. 2-2) In this example, white will merge their two main groups no matter where placed their pieces, thus confirming black's victory.