

# Node

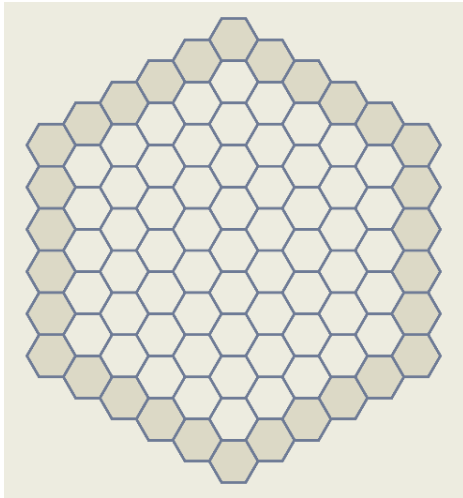
Designed by **Kanare Kato**

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

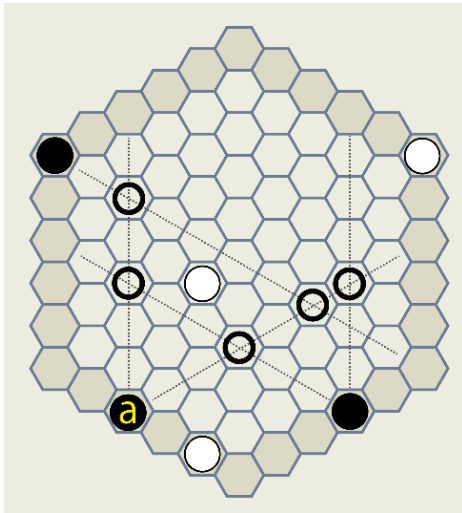
Starting with the next white player's turn, each player performs both of the following actions in this order on their turn.

- 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)

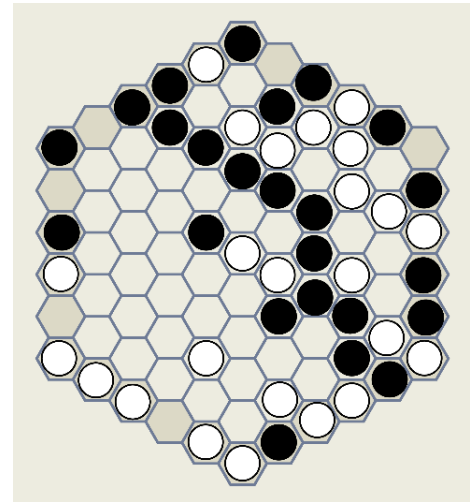
Note that the two anchors used in 2) and the node placed by the anchors must not be on the same line.

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.



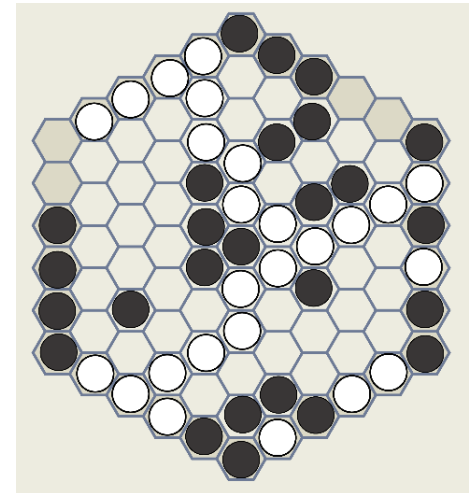
(Fig. 3) Dark wins

## 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