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.

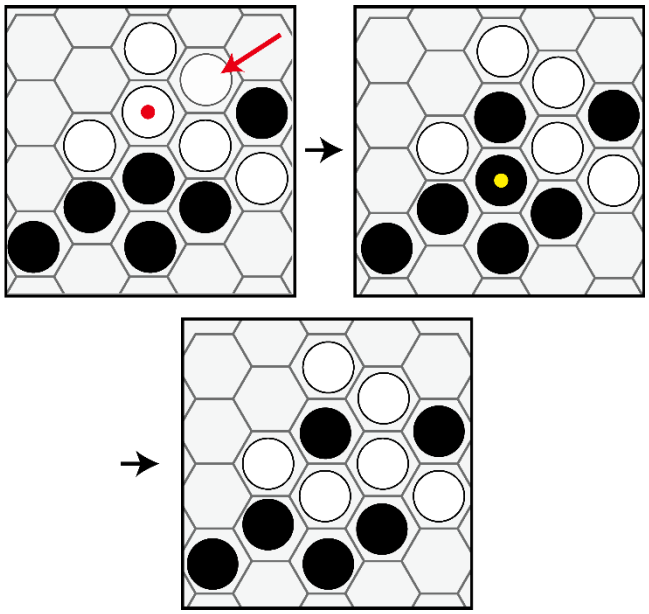
GAMEPLAY

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.

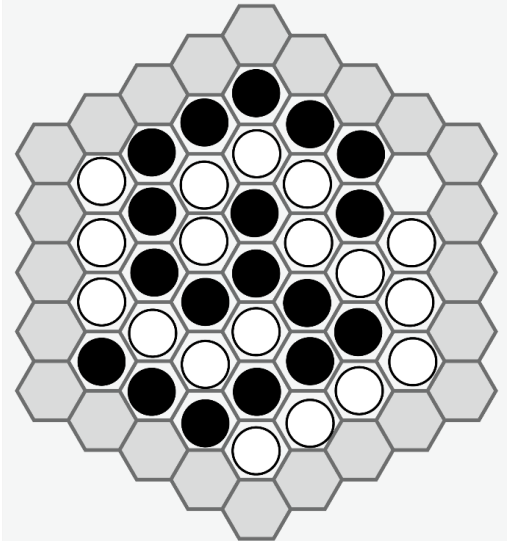
Please Turn Over⇒

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.