

Stoic

Designed by **Kanare Kato**

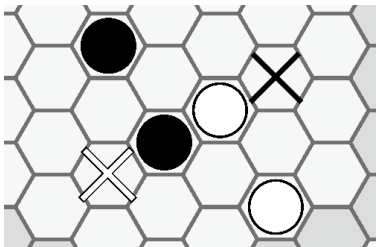
2 players / 20 minutes / 8 years and older

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

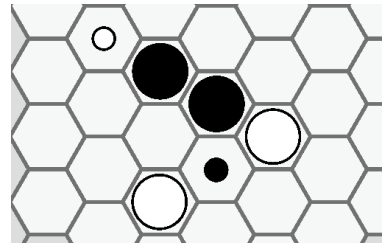
Decide the size of the board to be used and which player will play with which color of white or black. White is the first player.

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.

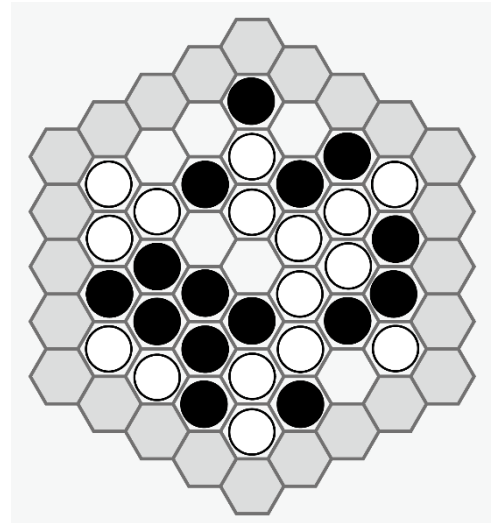
However, you can place your piece between two of your opponent's pieces that have already been placed. You can also place your piece so that two of your pieces sandwich two or more of your opponent's pieces in a row.



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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