# 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.
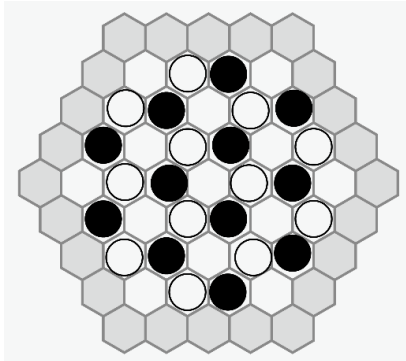
Initial setup

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.
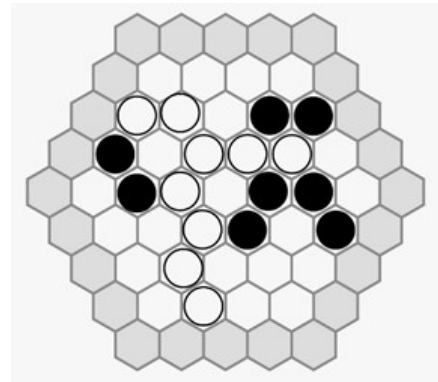
If there is an enemy piece on the move, the enemy piece is captured and removed from the game. It cannot move into a hex containing a friendly piece.
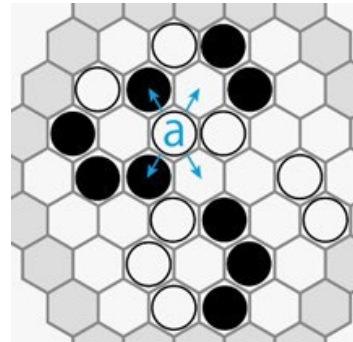
The white piece marked with "**a**", which belongs to the size 2 group, can only move to the adjacent hex of the arrow.

END OF THE GAME

The player who cannot move in his turn loses.

Black wins because White could not move on the turn.

⊘Kanare_Abstract