

Meridians

An abstract strategy game for 2 players, territorial and with the annihilation object
designed by Kanare Kato

COMPONENT

A centerless hexagonal board tessellated with triangles

Sufficient stones of 2 colors

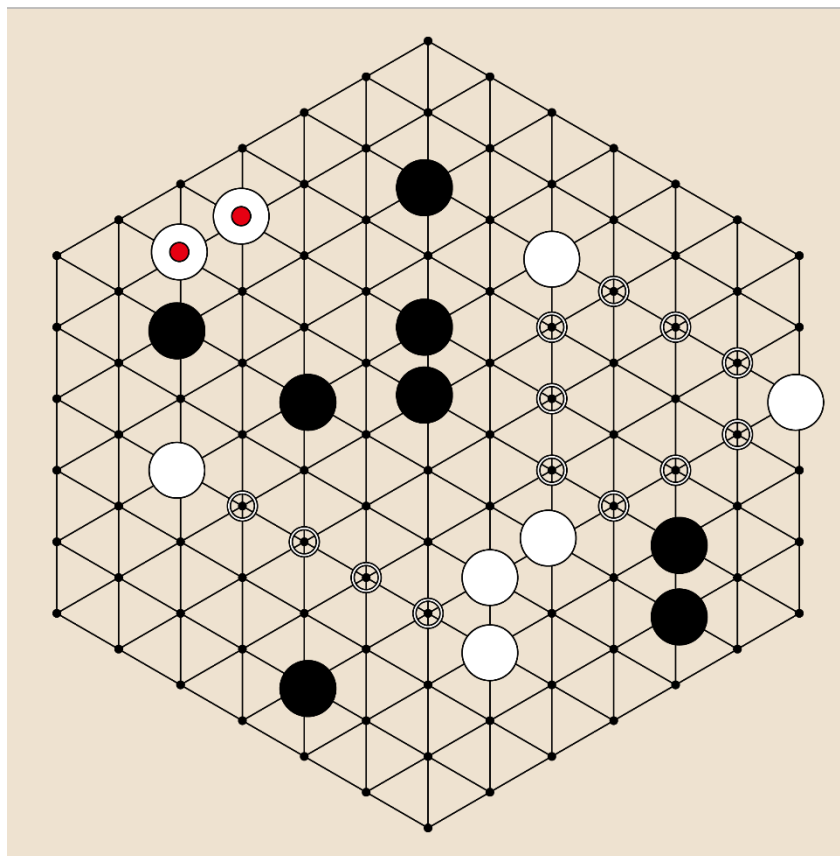
Tiny cubes of the third color for reminder (optional. 9 are enough)

DEFINITIONS

Group: like-colored stones adjacent to each other. Singletons are considered groups of size 1.

Path: an empty point, or an uninterrupted straight line of empty points that have a pair of like-colored stones on both ends, which are not part of the same group. Such a pair is said to have a path.

Dead group: a group in which all stones belonging to it have no path. If any stone belonging to a group has a path, the group is said to have a path.



Rings indicate paths for Light groups. The group with red dot is a dead group.

All groups of Dark have at least one path.

GAME PLAY

Decide which player plays as which color (Light or Dark) in any adequate way.

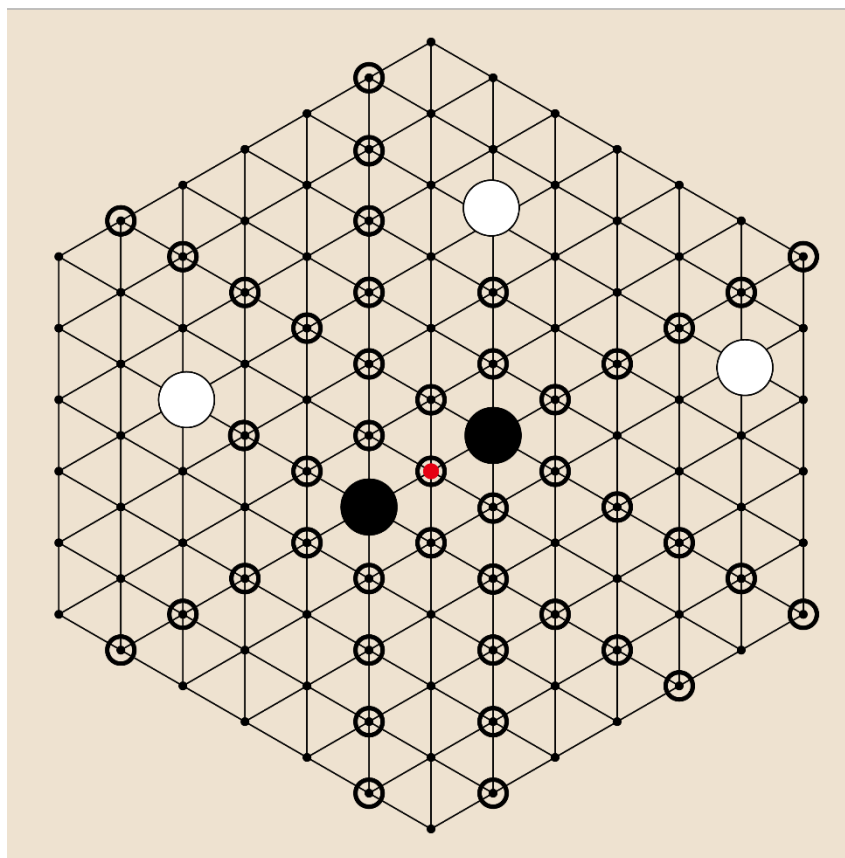
Light goes first, then alternate turns.

On each player's first turn, players place a stone of their own color on any empty point.

On each player's second turn, players place another stone of their color so that their own two stones have a path.

Then players take actions below on each turn, in this order.

1. Remove all opponent's dead groups.
2. Place a stone of their own color on an empty point that is on at least one same straight line with an existing friendly stone, and no opponent's stone in between. Passing is not allowed.



Rings indicate on where can be placed Dark stone.

But Dark player will lose having no path if it is placed on the point with red dot.

GAME END

After the second turn, the player with no stones of their color on the board at the beginning of their turn loses.

AUXILIARIES

If you feel difficult to check the board all and dead groups every time at your turn, you can use reminder tokens which are placed on a stone of dead group when it is dead.