



GOSIX

A 2 Player Abstract Strategy Game

15 minutes per game

Game Setup: The board is composed of 7 hexagons. One player takes the black stones, the other one the white stones. The starting board is empty and the starting player is randomly selected.

Order Of Play : Players alternate, placing one stone at a time. Stones are placed on any free dot on any hexagon's corners. It is not required to place stones on adjacent dots as play progresses.

Goal : The winner is the first player who captures 4 hexagons.

Closing And Capturing A Hexagon : A hexagon is closed when a stone is placed on its last open corner. Each player then adds up his stones on the six corners of the hexagon, PLUS any chains of adjacent stones he may have directly connected to his stones in that hexagon. The player with the highest combined total captures the hexagon (see example 1a).

The winner of that hexagon places a stone at its center. Note: this stone merely claims the hexagon for the winner; it has no effect on captures or chains later on.

"Those Who Win Are Weakened" : Each time a player captures a hexagon, that player removes all of his stones on the corners of that hexagon, leaving his opponent's stones in place. Note that any stones that may have been part of chains leading beyond the six corner dots are NOT removed (see example 1b).

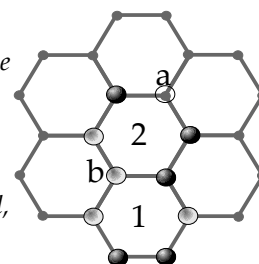
A hexagon remains captured for the rest of the game. When the winner's stones have been removed, the newly opened dots can be re-occupied, but all hexagons with stones at their centers cannot be captured again.

Multiple Closure : If a stone ends up closing several hexagons at once, the winner of each of them is determined before any stone is removed (see example 2).

Tied Closures : Should there be a tie when a hexagon is closed, that hexagon is left uncaptured, stones remain in place and the game proceeds as normal. Two things may happen later to break the tie:

- the hexagon is IMMEDIATELY captured if the amount of stones connected to it changes for either player (example 3); OR
- the hexagon is actually opened up after an adjacent hexagon is captured and the winner's stones are removed from the board (see example 4).

Example 4. In this last example, Black just closed hexagon (1) where players are tied 4/4. If White then plays a stone in (a), he closes and wins hexagon (2) 4/3. As a consequence, the 3 white stones on hexagon (2)'s corners would be removed, and hexagon (1) would be re-opened at space (b).

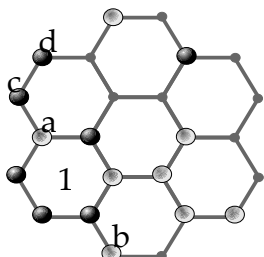


Many thanks to A.R.T for editing and English proofreading, June 2010.

Example 1a . White plays a stone in (a).

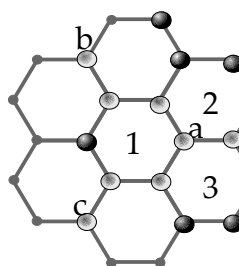
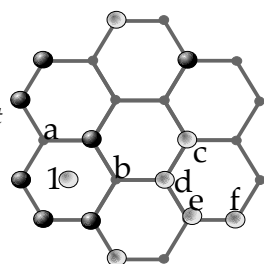
Hexagon (1) is now closed. Black has 4 stones around it, while White has 2 stones PLUS a chain of 4 stones connected to one of White's stones. White wins the hexagon (6/4).

Note: The white single stone in (b) and the chain of two black stones in (c) and (d) do not count because they are not directly connected to their own color stones in that hexagon.



Example 1b. White wins hexagon (1). One white stone is placed at the hexagon's center. The two white stones on (a) and (b) are removed (they were

placed on the captured hexagon's corners), but the 4 white stones (c through f) are left on the board. The newly vacated positions (a) and (b) are now open and may be occupied again.



Example 2. Here, white plays a stone in (a) and closes 3 hexagons (1), (2), and (3) at the same time.

White wins all three: (1): 8/1, (2): 8/4, and (3): 8/3. Consequently, all involved white stones are removed, leaving only (b) and (c) behind.

removed, leaving only (b) and (c) behind.

Example 3. In this new situation Black just closed hexagon (1) where players are tied 6/6. If White then plays a stone in (a), he will close hexagon (2), giving it to Black 8/2. As a result, the 4 Black stones on hexagon (2) would be removed, and White would automatically win hexagon (1) 6/4.

