BEGIRD

by Mark Steere

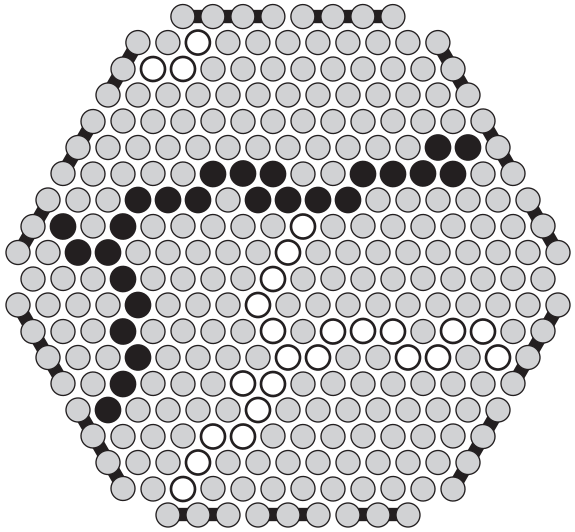


Fig. 1 - Black wins

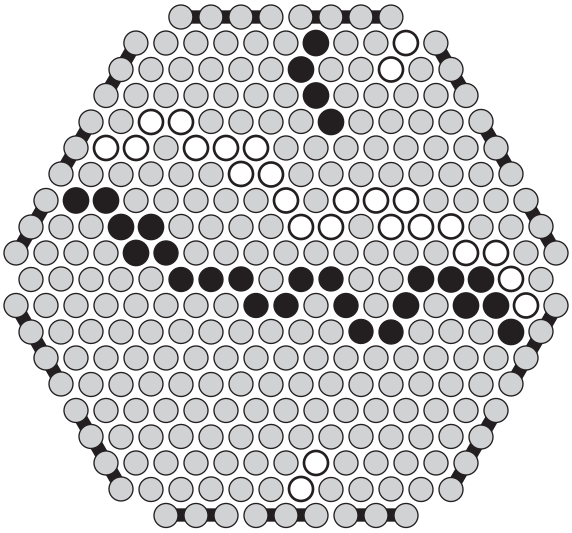
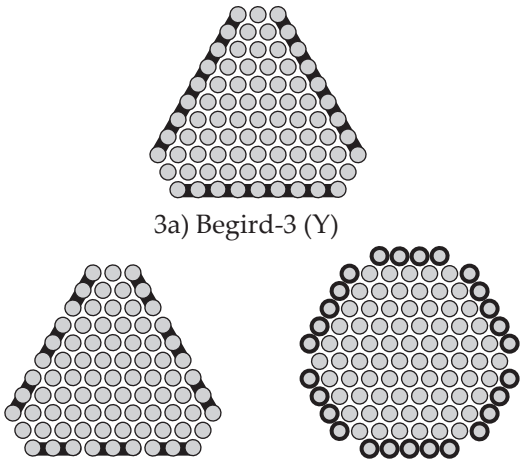


Fig. 2 - Black wins



3a) Begird-3 (Y)

3b) Begird-9

3c) Begird-27

Fig. 3 - Begird variations

INTRODUCTION Begird is a two player game played on a hexagonally shaped board with side lengths alternating between 9 and 10. 15 islands of cells surround the initially empty board. Each player takes possession of an entire set of stones of one color, black or white. Draws and ties cannot occur in Begird. Mark Steere designed Begird in January 2008.

STONE PLACEMENT Players take turns adding their stones to the board, one stone per turn. Black makes the first placement of the game. Each player will always have a placement available on his turn and must make one .

Begird makes use of the pie rule. See the PIE RULE section below.

OBJECT OF THE GAME To win you must form a group of your stones such that:
1. Your group connects to at least three islands.
2. The shortest possible sequence of islands that includes the islands connected to your group is comprised of at least nine islands.

In Figure 1 Black has won. In Figure 2 Black has won again.

BEGIRD GENERALIZED Begird can be played on any board with an odd multiple of three islands. To win you must form a group of your stones such that:
1. Your group connects to at least three islands.
2. The shortest possible sequence of islands that includes the islands connected to your group is comprised of at least half of three more than the total number of islands.

Figure 3 shows some examples. As you can see, the game of Y (Figure 3a) is a special case of Begird.

PIE RULE As noted earlier, Black makes the first placement. White then has the option of switching colors with Black, and claiming Black's first move as his own. If White chooses to exercise the Pie rule, Black then becomes White and now makes the second move of the game. The Pie rule can only be used once and only on the second move of the game.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Begird for online or offline play. No licensing fee or royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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