COPOLYMER

by Mark Steere

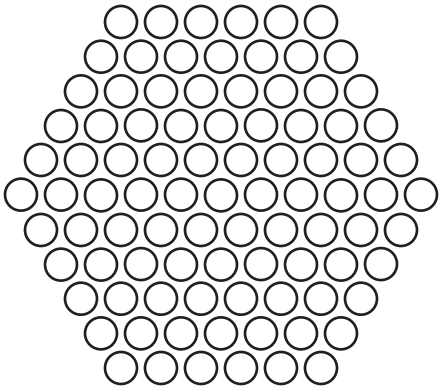

Fig. 1 - Initial Setup

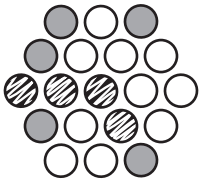

Fig. 2a

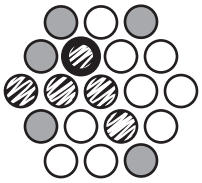

Fig. 2b

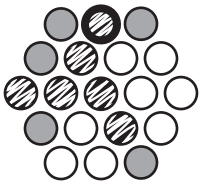

Fig. 2c

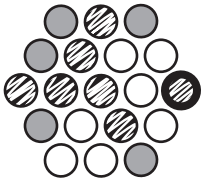

Fig. 2d

Fig. 3a

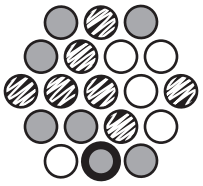

Fig. 3b

INTRODUCTION Copolymer is an ultra simple game for two players. A printed paper "board," and two different colored pens, one for each player, can be used to play. Any honeycomb patterned grid with an odd number of cells can be used, such as the hexagonal grid in Figure 1.

Draws and ties cannot occur in Copolymer. Mark Steere designed Copolymer in April, 2006.

BASIC MOVES Players take turns coloring in cells on the board, at least one cell per turn. Players are not allowed to pass on their turn.

Define "connection" here as an adjacency between two neighboring cells. If you color in a cell which has two or more connections with enemy cells, you must color in at least one more cell while it is still your turn.

Your turn concludes when you color in a cell which does not have two or more connections with enemy cells.

You are never required to form connections with enemy cells unless the only cells available to you connect to enemy cells.

OBJECT OF THE GAME Once all of the cells have been colored in, the player who has claimed the majority of cells wins.

EXAMPLE PLAY Here one player will be Gray and the other Scribble. In Figure 2a it's Scribble's turn. In Figure 2b Scribble has colored in a cell which has two connections with gray cells, so he must color in another cell while it is still his turn.

In Figure 2c Scribble has colored in another cell which has two connections with gray cells and so he must color in yet another cell while it is still his turn. In Figure 2d Scribble has colored in a cell which has no connections with gray cells thus concluding Scribble's turn.

Now, continuing the same example, in Figure 3a Gray has colored in a cell which has three connections with scribbled cells, and therefore must color in another cell while it is still his turn. In Figure 3b Gray has colored in a cell which has only one connection with a scribbled cell thus concluding Gray's turn.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Copolymer 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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