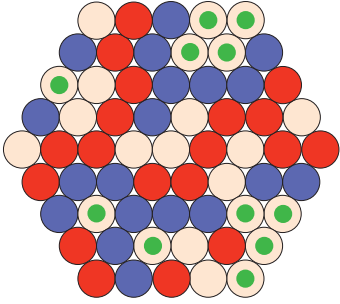


# MARMOT

by Mark Steere



**Fig. 1 - Red's turn.**

All of Red's available placements are indicated in green.

## INTRODUCTION

Marmot is a two player game played on an initially empty hexagonal grid. The two players, Red and Blue, take turns placing their own stones onto unoccupied cells on the board, one stone per turn, starting with Red. Players are not allowed to pass. Mark Steere designed Marmot in March, 2021.

## PLACEMENTS

A **FRIENDLY CONNECTION** is an adjacency between like colored stones. An **ENEMY CONNECTION** is an adjacency between different colored stones.

You can place a stone which forms zero or one friendly connections, and any number of enemy connections. See Figure 1.

## OBJECT OF THE GAME

The last player to place a stone wins.

## AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Marmot. 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](http://marksteeregames.com).