

SAPPHIRE

by Mark Steere

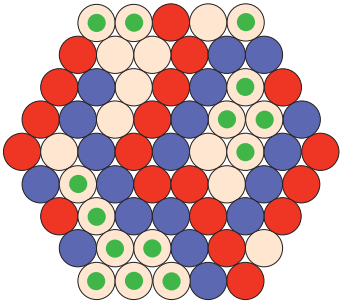


Fig. 1 - Red's turn.

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

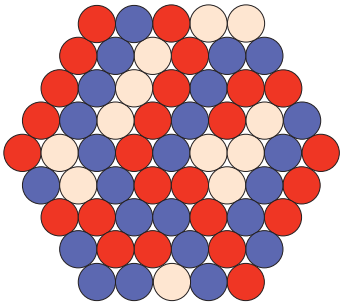


Fig. 2 - Red wins.

Blue has no placements available on his turn, so Blue loses.

INTRODUCTION

Sapphire 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 Sapphire in November, 2021.

PLACEMENTS

A **FRIENDLY CONNECTION** is an adjacency between two like colored stones.

You can place a stone which forms no friendly connections. Or you can place a stone which forms one friendly connection with a stone which itself has no more than one friendly connection. In other words, you can extend a sequence of friendly stones, but cannot branch out from the side of such a sequence. See Figure 1.

OBJECT OF THE GAME

If you have no legal placements at the beginning of your turn, you lose. The last player to place a stone wins. In Figure 2, it's Blue's turn but there are no legal placements available for Blue. So Blue has lost and Red has won.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Sapphire. 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.