

CONNECT WIDE CONE BOARD

INTRODUCTION Conect is an exotic, two-player connection game played on the curved surface of a cone (not including the base). The edge is divided into two parts, colored red and blue. Mark Steere designed Conect in May 2024.

PLAY The two players, Red and Blue, take turns coloring in unoccupied cells of an initially empty board, one cell per turn, starting with Red. To win, you must form a loop of your colored-in cells (or a combination of your colored-in cells and your edge cells) that surrounds the center cell. Or simply color in the center cell. The colored-in cells in the loop (or the colored-in center cell) must be part of a group of your colored-in cells that includes at least one of your edge cells which you've colored in. (The two shared edge cells are considered to be your edge cells for this purpose.)

CONICAL PROJECTION To form a wide cone, take a hexagonally tessellated rhombus, and roll it up so that two adjacent edges, which meet at an obtuse angle, coincide. The corner between the joined edges becomes the apex of the cone. A board can be formed by projecting the cone onto a plane. Noé Falzon (Castux) created the following illustration of a wide cone projection.

