LARIAT by Mark Steere

INTRODUCTION Lariat is a two player game played on a hexagonal pattern board with the center cell highlighted. Lariat must be played on a cylinder (see Figures 4 and 5). The regular hexagons in Figures 1 - 3 are used here only to explain the rules and should not be used for play. The board starts out empty as shown in Figure 1. Each player takes possession of an entire set of stones of one color, black or white. Draws and ties cannot occur in Lariat. Mark Steere designed Lariat in October 2008.

STONE PLACEMENT Players take turns adding their stones to unoccupied cells on 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.

OBJECT OF THE GAME To win you must form a group of your stones which either includes the center cell or surrounds the center cell, and which includes an edge cell. In Figure 2 Black has won by forming a group of stones which includes the center cell and an edge cell. (For clarity, the white stones are not shown.) In Figure 3 Black has won with a group that surrounds the center cell and includes an edge cell.

CYLINDRICAL BOARD Lariat is played on the surface of a cylinder (see Figures 4 and 5). Black has won in Figure 5.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Lariat 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.
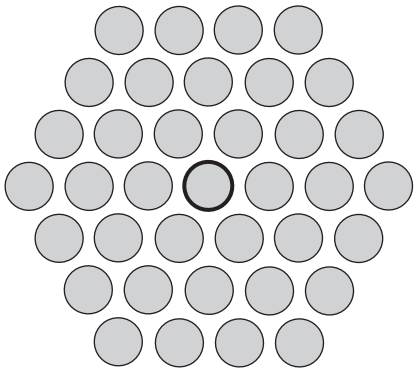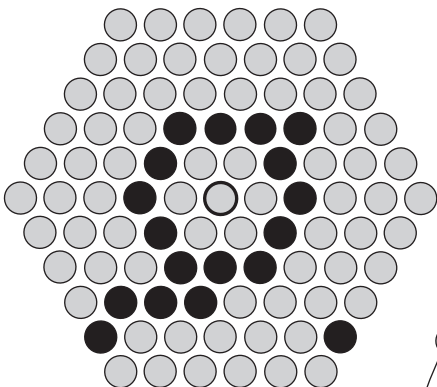
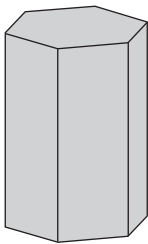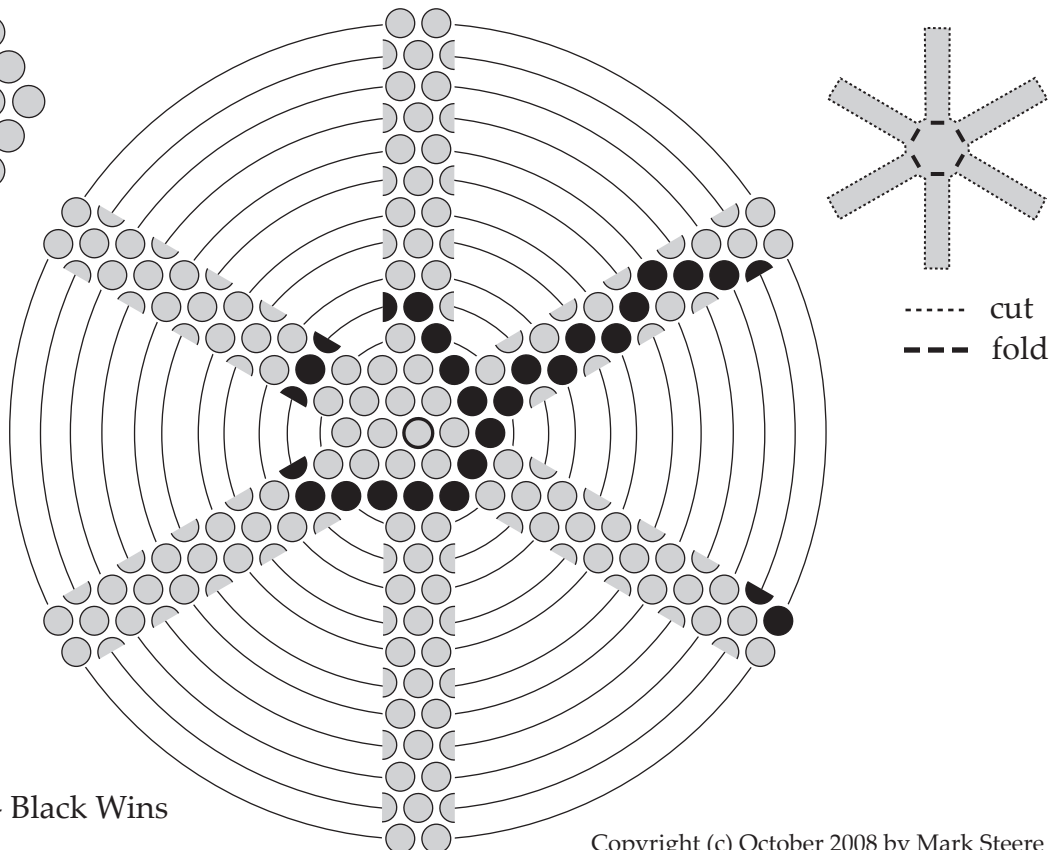Fig. 1 - Initial Setup

Fig. 2 - Black Wins

Fig. 3 - Black Wins

Fig. 4 - Cylinder

Fig. 5 - Black Wins

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