inpHeXion

inpHeXion is a game for 2 players invented by **Masahiro Nakajima**, the Curator of The Museum of Abstract Strategy Games, in 2014. The game is inspired by the way fungus grows.
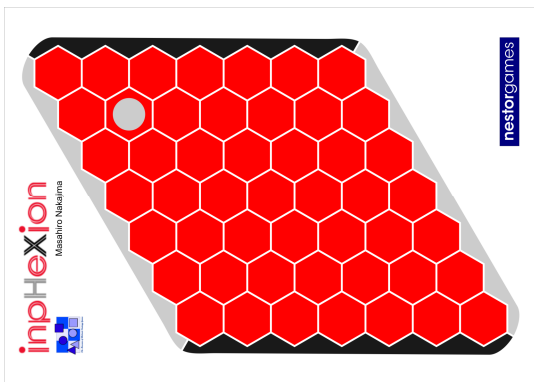
MATERIAL

- Board
- 25 white discs and
- 25 black discs
- Carrying case

SETUP

Place the board in the middle of the playing surface. Each player has an allocated colour (white or black) and takes all the discs of that colour.
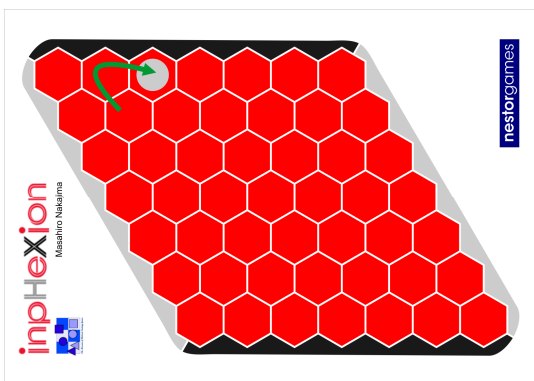
HOW TO PLAY

White starts by placing one of her discs on any cell of the board.
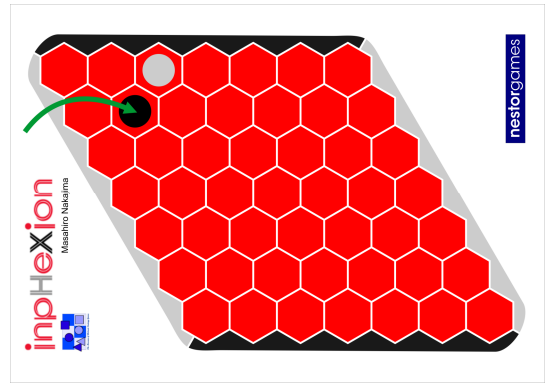

Example of White's first move

From now on, starting with black, players alternate turns during the game until the victory condition is reached.

On your turn, **move** an opponent's disc to a neighbour empty cell, then take a disc from your reserve and **place** it on the cell that you just emptied.
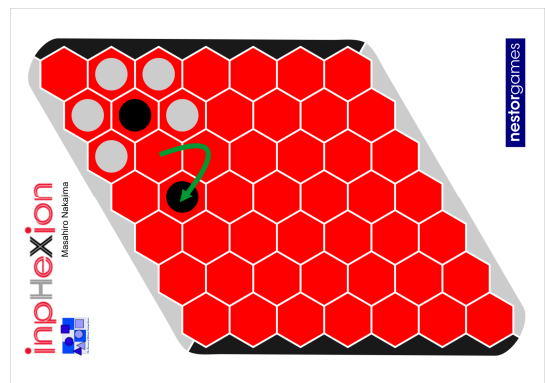

Example: Black moves a white disc to an adjacent cell…

… and then places a black disc on the cell just emptied.

As a result of your move, **if an enemy disc is fully surrounded by your discs (and eventually the borders of the board)**, then pick the isolated enemy disc and **move it to an empty cell** of the board.

Example: White moves a black disc to an adjacent cell (all other discs of the board are hidden here for clarity).
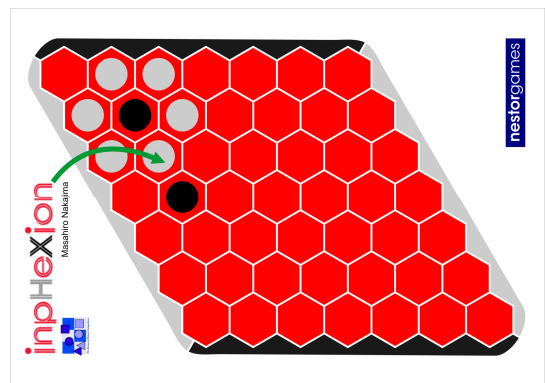
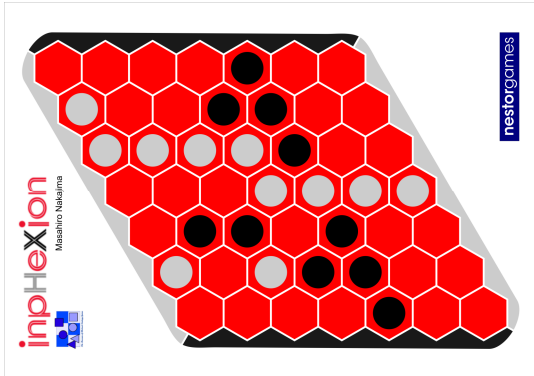
She places a white disc, surrounding a single black disc….
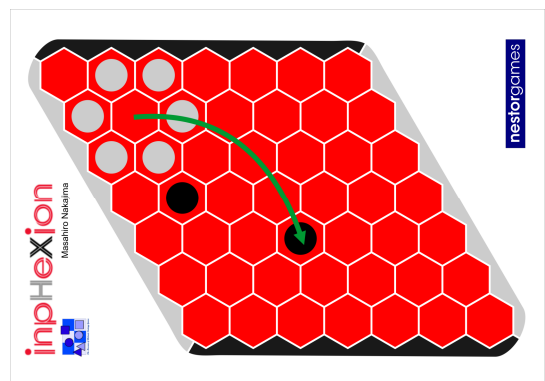
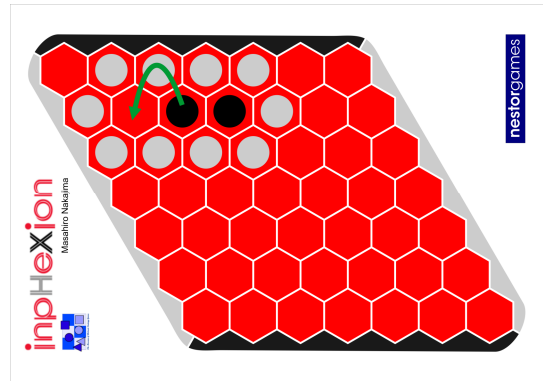… and then moves the surrounded enemy disc elsewhere.

GAME END

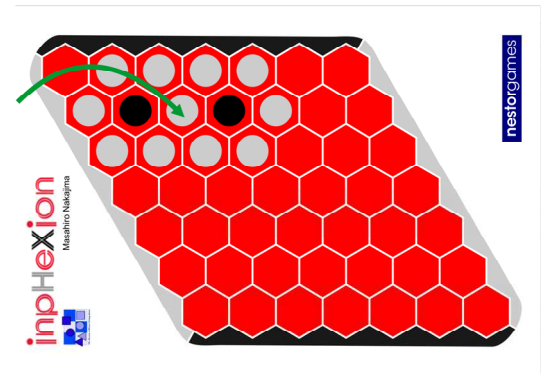The game ends in one of the following cases:

- A player **wins** a game when the two opposing sides of her colour of the board get connected with a chain of her discs.

- A player **loses** a game when she has no legal moves available.
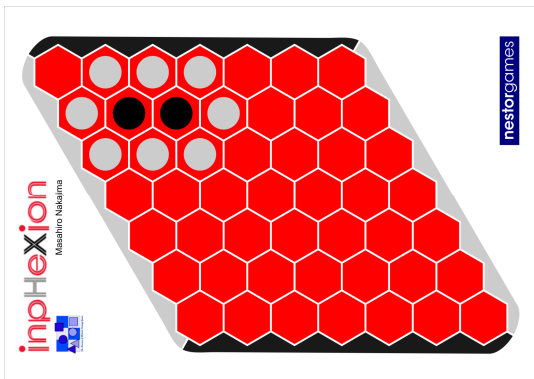

Example of a game won by White

CLARIFICATIONS AND SPECIAL SITUATIONS

If **two or more** opponents' discs get surrounded by your discs (and eventually the borders of the board), **they are not moved**. Only single isolated discs are moved.


Those 2 black discs are not moved

If you surround your own discs, they are not moved.

If, the moved opponent's disc that was surrounded by your discs (and eventually the borders of the board) got surrounded again, it is not moved a second time.

If multiple isolated enemy discs are surrounded simultaneously, all of them must be moved to empty cells. Note that none of the starting cells can be used as destination cells.

Example: White moves a black disc to an adjacent cell…

… then places a White disc, making two black discs to be fully surrounded simultaneously….
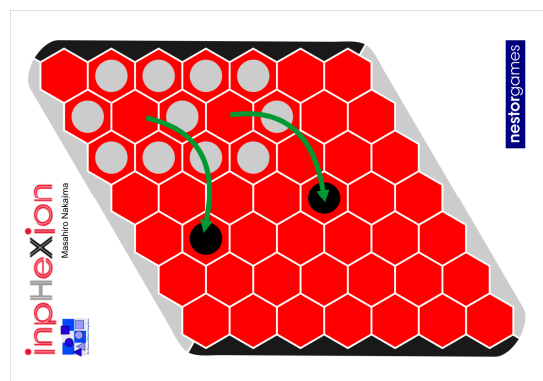
… and then moves both discs elsewhere

Moving the enemy discs to an empty cell after surrounding them is mandatory; if you cannot move it you lose the game.

VARIANTS

In her first turn, the second player can place a disc on an empty cell of the board instead of taking the cell on which the first player's disc was.

The "pie rule" can also be applied (exchanging colours after White's first move).

The neutral disc

For this variant, stack a white disc and a black disc in the centre space at the start. This stack is the 'neutral disc'. The neutral disc acts as **an opponent disc** during the player's turn. This means that White must move it in her first turn. For the same reason, it doesn't count for the connecting goal of either player.