

Coffee



A strategy board game for 2 players
by Néstor Romeral Andrés

INTRODUCTION

Coffee is a two-player abstract board game designed by **Néstor Romeral Andrés**. The goal of the game is to create a line of stones of your color, or to prevent your opponent from making a legal placement of the white rod.

When placing the rod in a black or orange stone, it looks like a coffee seed. Hence the name '**Coffee**'.

MATERIAL

This is what you need in order to play **Coffee**:

- A hexagonal board with up to 6 cells per side or a square board with up to 7 cells per side (the borders of the boards have been colored, so players can set the board size as desired).
- A supply of black and orange stones.
- A small white rod.

GAME RULES

Determine the **size** of the board and the winning condition '**n**' (number of stones in a row). '**n**' cannot be larger than the side of the board.

Examples:

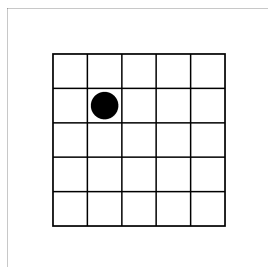
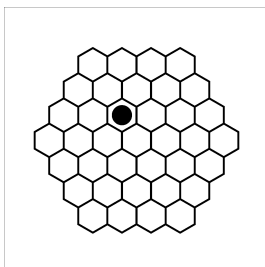
- A hexhex board of 4 cells per side. 4-in-a-row wins.
- A square board of 6 cells per side. 5-in-a-row wins.

The game begins with an empty board.

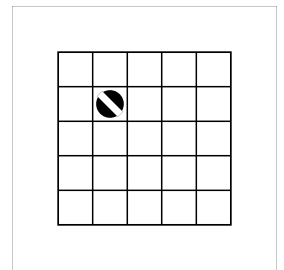
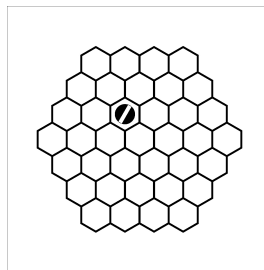
Each player has an allocated color: Black or orange.

The pie rule may be applied upon agreement (swapping colors after Black's first turn).

Black starts by placing a stone in an empty cell, and then placing the white rod on it, pointing in any direction (3 directions for a hexhex board, or 4 for a square board).

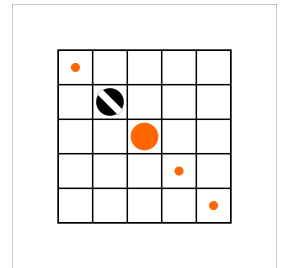
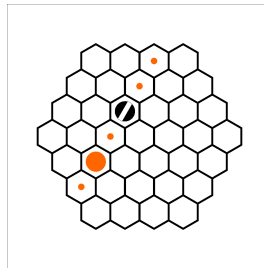


Black places a stone in a 'hex-4, n=4' game or a 'sq-6, n=4' game.

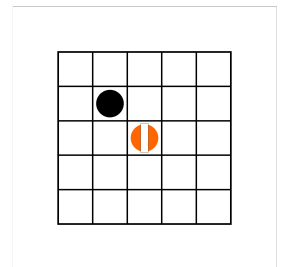
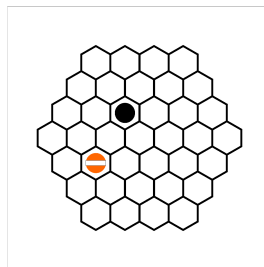


Then Black places the rod on it, pointing in any direction

From now on, starting with Orange, players alternate turns first placing a stone in an empty cell in the direction indicated by the rod, and then placing the rod on it, pointing in any direction.



Orange places a stone in an empty cell in the direction indicated by the rod. (other legal moves indicated in orange)



Then Orange places the rod on it, pointing in any direction

It is illegal to place the rod so that the next player has no **free spaces** available.

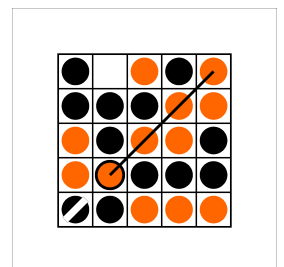
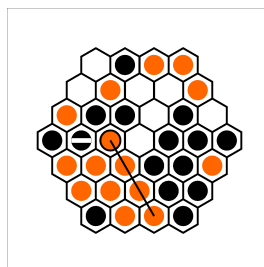
GAME END

The game ends in one of the following cases:

- One player **wins** the game by making a line of '**n**' stones of his color (with '**n**' being the victory condition).
- One player **loses** the game because he cannot place the rod in a legal position.

If both cases happen on the same turn, the first case prevails.

Notice that ties are not possible.



Orange wins