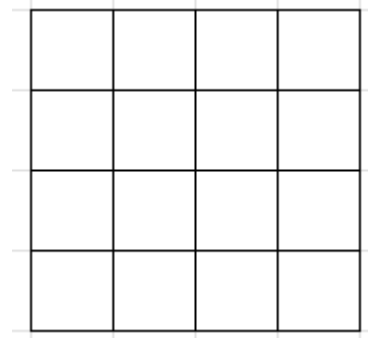


Pylos

Materials – 4x4 grid. 15 black pieces, 15 white pieces

The board has 16 squares, arranged 4x4. At the start of the game, the board is empty.

Objective: The player who places the final sphere on top of the pyramid wins. (Conversely, a player who runs out of spheres loses.)



There are two players, Black and White. Each player has 15 pieces, each of which is a sphere. Players move alternately: White always moves first. The basic paradigm is that the players build a pyramid from the 30 spheres: four layers of respectively 4x4 spheres, then 3x3, then 2x2, then 1.

Each move has (potentially) two phases.

1. Initially the player does one of the following:
 - they can **place** one of their unused pieces on the pyramid, or
 - if there is a square of four pieces on the board with nothing on top of them **and** the player has one of their own pieces on an equal or lower level of the board with nothing on top of it, they can **raise** that piece on top of the square.
2. If in placing or raising a piece, the player completes either
 - a square of four of their own pieces on any level of the pyramid, or
 - a (horizontal or vertical) line of four of their own pieces on the bottom level of the pyramid, or
 - a (horizontal or vertical) line of three of their own pieces on the second-bottom level of the pyramid, then they immediately **remove** one or two of their own pieces from the pyramid – but they can only remove pieces which have nothing on top of them. A player can never remove their opponent's pieces.

Focus

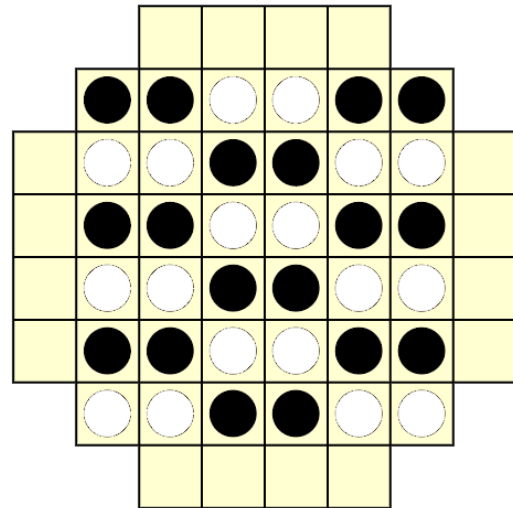
Materials: 8x8 board with clipped corners. 18 black pieces, 18 white pieces.

Object

A player wins when their opponent cannot move a piece, nor enter a reserve on the board.

Rules

Focus is played on a square board with some of the corners removed. Here is the board with the pieces in the initial position. Players move, and must move, in turn. White moves first.



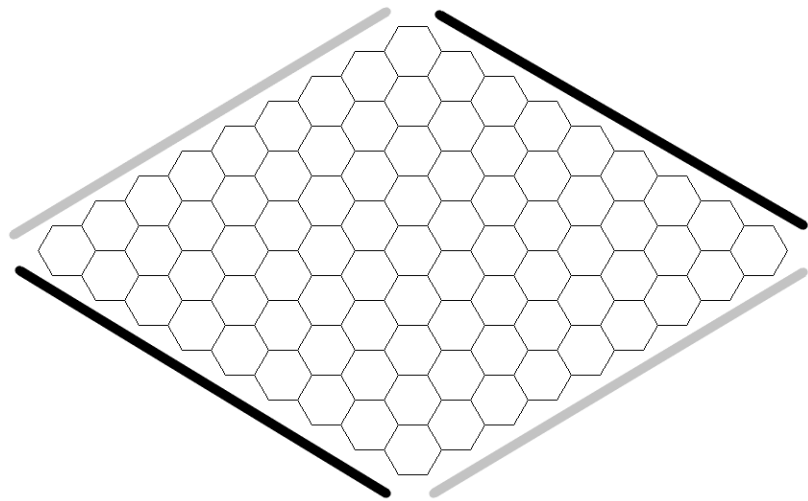
In Focus stacks of pieces emerge in any combination of colors. A stack is owned by the player whose color is on top.

- On their turn a player moves a piece or a stack of pieces horizontally or vertically, based on the number of pieces to be moved (e.g. one piece moves 1 square and a three-piece stack moves 3 squares). Stacks may be split in this process: a player may choose for instance to move only the top piece (1 square) or the top two pieces (2 squares) of a higher stack.
- When a stack grows over five pieces tall, the remaining pieces are removed from the *bottom* of the stack. Pieces of a player's own color become 'reserves' to be re-entered into the game at a later time, while pieces of the opponent's color are captured.
- Instead of moving a piece, a player may choose to enter one of their reserves on any square of the board, whether vacant, or occupied by a piece of either color.

Hex

Materials: 9x9 hex map, 40 black pieces, 40 white pieces

Objective: The first player to form a connected path of their counters linking the opposing sides of the board marked by their colour wins. The four corner hexagons belong to both adjacent sides.



Players choose a colour and take turns. On each turn one counter is placed in an empty hexagonal cell.

Counters may not be moved except with the swap rule.

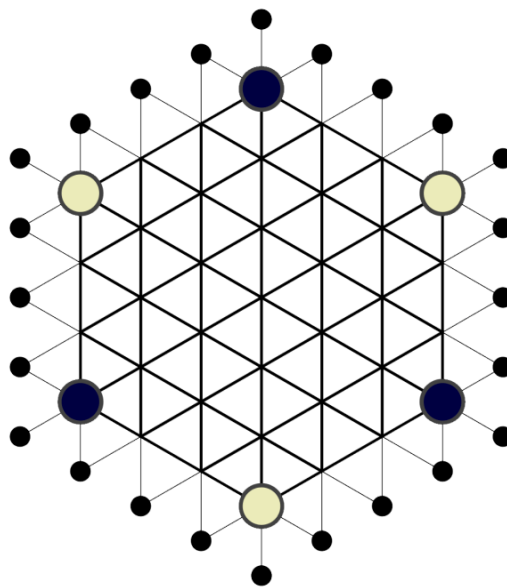
Swap rule: on their first move the second player may move normally, or choose to swap their piece with that placed by the first player. This encourages the first player to only choose a moderately strong first move and so reduces any advantage of going first.

GIPF

Materials: Hexagonal point board, 15 black pieces, 15 white pieces

Objective: Once one player runs out of pieces in their reserve, the other player is the winner.^[1]

The game board has a hexagonal shape with 4 intersection points per side and 37 intersections altogether, connected by a triangular grid. The playing area is surrounded by an array of 24 dots that are used to introduce pieces into play.^[1]



To start, players deploy three pieces each, alternating colors, at the corners of the playing area, and turn the board so that a corner with the player's color is closest to them. In the starting position shown here, the White player is seated at the bottom of the board while the Black player is at the top. White takes the first turn.^[1] There are 15 pieces of each color.

Placing and pushing

In each turn, players introduce a piece onto the board from one of the surrounding dots, then push the new piece into the playing area along a line connected to the dot. When a piece is pushed onto the playing area, any pieces ahead of it are pushed ahead along the same line as well.^[1] There are several restrictions on this movement:^[1]

1. The "push" moves pieces only one space/node at a time.
2. An intermediate free space/node interrupts the "push" and any piece(s) beyond the free space/node do not move.
3. The "push" cannot move a piece out of the playing area. That is, if the chosen line is already "full" and has pieces all the way to the opposite end of the playing field, then that direction is blocked and the piece cannot be pushed.

Basic 4-in-a-row mechanic

Each player has a reserve inventory of 12 pieces in addition to the 3 on the board for the starting position.

Forming a continuous line of four pieces in the player's color results in three actions:^[1]

1. All of the pieces (friendly and opposing) in the line contiguous with the 4-in-a-row are removed from the board.

2. The friendly pieces in the contiguous line are returned to the player's reserves.
3. Any opposing pieces in the contiguous line are captured and no longer available to the opposing player.

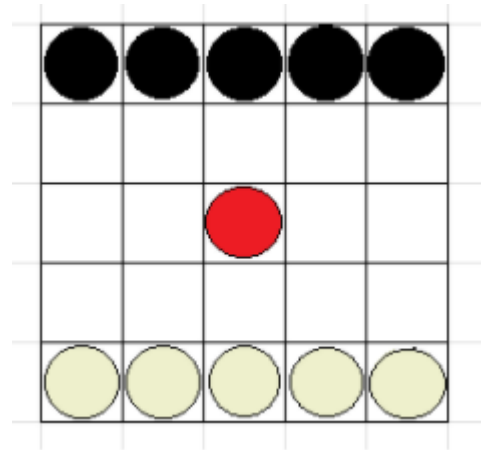
When two groups of four in a row are created simultaneously:¹⁴

- If the groups do not intersect, both are captured.
- If the groups do intersect, the player of that color may choose which group to take.
- If both players must take pieces, the player who placed and pushed chooses first.

Neutron

Materials: 5x5 square board, 5 black pieces, 5 white pieces, 1 red piece

Objective: The object of the game is to move the neutron into your home row, cause your opponent to move the neutron into your home row, or to block the neutron completely so your opponent cannot move it.



1. The game starts with five white pieces on White's home row (one edge of the board), five black pieces on Black's home row, and the neutron in the center.
2. All pieces move in a straight line horizontally, vertically, or diagonally, but they must move as far as they can go in the chosen direction. They can only move through or onto empty squares and there is no capturing.
3. Play begins with one player moving a piece from the home row. Thereafter on each turn, a player moves first the neutron and then one of his or her pieces.

Shobu

Materials: 2 4x4 dark boards, 2 4x4 white boards, rope, 16 black pieces, 16 white pieces

Setup: The game uses four boards. Each player will have a light and a dark board on their side of the table (their homeboards), separated by a rope. Each player controls 16 stones of their color (4 on each board).

Objective: The first player to push all four of their opponent's stones off of a *single* board wins.

Passive Move: Move one of your stones on a homeboard up to 2 spaces in any direction (including diagonally). This stone cannot push other stones.

Aggressive Move: Perform a second move on any board of the *opposite* color to your passive move. This move must match the direction and distance of your passive move.

Pushing Rules: The aggressive move can be used to push an opponent's stone by 1 space, but you cannot push your own stones, and you cannot push more than one stone.

