

# GOSIX

2 Players Abstract Strategy Game.  
15 minutes per game.

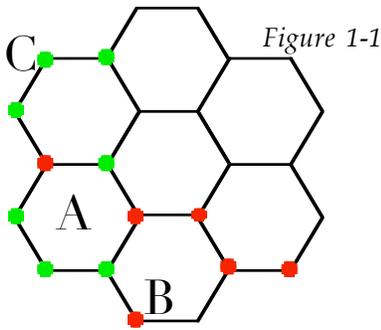


Figure 1-1 : The Hexagone A is now totally surrounded. The Red Player has 5 pawns connected to it against 4 pawns for the Green Player. Red wins the hexagone.

Note : The red single pawn in B and the chain of 3 green pawns in C do not count because they are not directly connected to the hexagone.

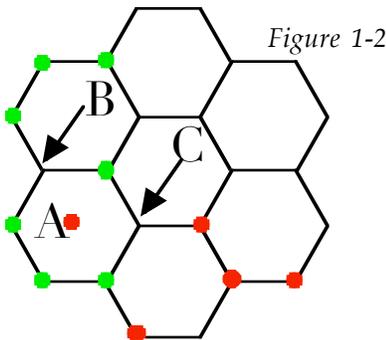


Figure 1-2 : Red just won Hexagon A. One red pawn is placed at the center of the hexagone and the 2 red pawns on B and C are removed (they are directly on the won hexagone). The newly vacated positions B and C are now available and can be occupied.

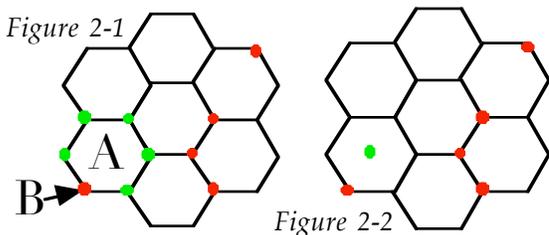


Figure 2-1 and 2-2 : Red plays a piece in B and closes hexagone A. Green wins that hexagone (5/1), but also loses all his pieces !

**Equipment:** The board is composed of 7 hexagons. Each player needs about 20 pawns that can be taken from any Checkers or Go set.

**Introduction :** In Gosix, pawns are placed on the hexagon's 6 corners. Whenever the 6 corners of an hexagone are occupied, it is controlled by the player who has the most pawns connected to it. However, the winner loses automatically his/her pawns directly on the hexagone. The trick is to win hexagons while losing as little pawns as possible.

**Order of Play :** The starting player is randomly selected. Players alternate and play one pawn at a time.

**Goal :** The winner is the first player to control 4 hexagons.

**Control an hexagone :** When a pawn is placed on the 6th corner of an hexagone, each player adds up his/her pawns on the hexagone and the chain of pawns connected to it. The highest total wins.

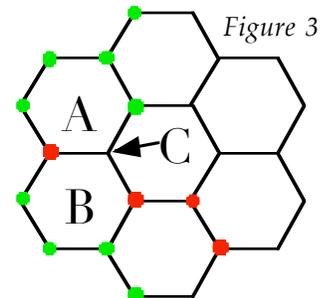
The winner puts 1 pawn at the center of the hexagone, and removes all his/her pawns he/she might have upon the 6 corners of the newly controlled hexagone. The pawn placed at the center has no influence in the game. It is just here to show that the hexagone has already been controlled.

If a pawn ends up closing several hexagons at once, you check the winner of all hexagons before you start removing any pawn.

An hexagone is controlled for the whole game. Once the winner's pawns have been removed, their corner can be reused later in the game, but this will not change who's controlling the hexagone.

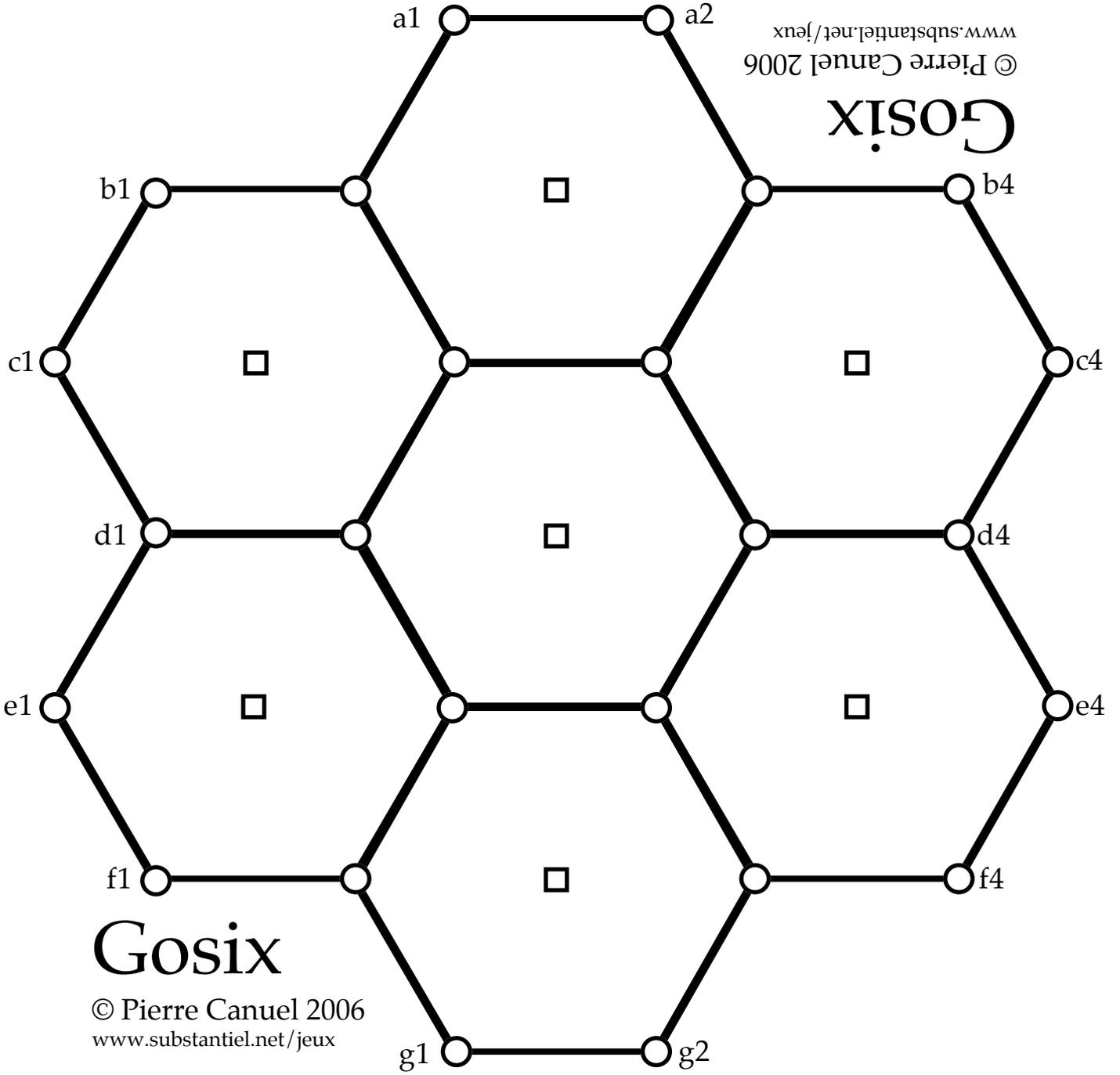
**Restriction:** It is not allowed to play a piece that would close an hexagone that can not be won because of a tie. If the piece closes several hexagons at once, the action is not allowed as soon as 1 of the hexagons would be a tie. If a player can't play anymore, he must pass. If both players can't play, the game is over and the winner is the one who won most hexagons so far (a draw is possible in that case).

Figure 3 : In this last example, Red can't play in C. He would close both hexagons A and B, he would win hexagone B (5/4), but hexagone A would be a tie (5 even).



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