

# POLYGONE

## Strategic game for 2 players

### Game composition:

1 board  
12 white polygon pieces  
12 black polygon pieces

### Game purpose:

To reach the opposite end of the board or capture 7 polygon pieces belonging to the other player.

### Game principle:

In order to reach the other end of the board, you have to capture the polygon pieces of the other player. For that, you have to form a polygon. When a polygon is created, the player with most pieces in the polygon captures the pieces of the other player. The captured pieces are taken out of the game.

### Game phases:

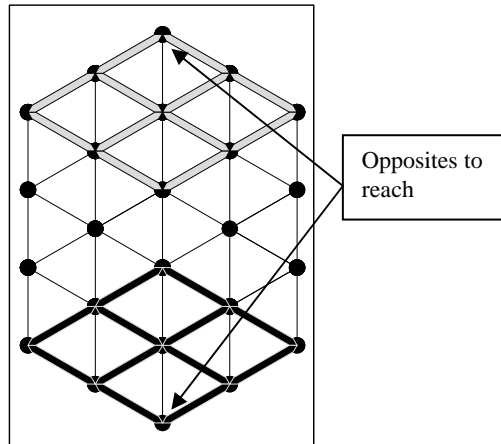
Movement of white polygon pieces – Capture (if this is possible) – Movement of the black polygon pieces – Capture (if this is possible)

### The game:

START: In order to start the game, put your pieces on the board as in **picture 1**. The white pieces start first.

#### **Picture 1**

Your pieces are ready to advance, with the objective of reaching the opposite end of the board.  
The winner is the one who captured 7 pieces belonging to his adversary during the game, even if he does not reach the opposite end of the board.

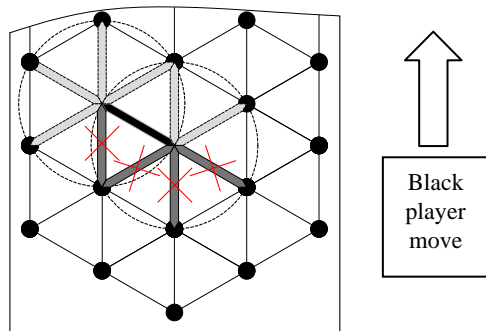


### MOVES:

Each player moves a piece in turn. The pieces only move in one direction, towards going to the opposite end of the board. You are not allowed to make your pieces backwards. However you can move your piece laterally to one side (see **pictures 2 and 4**). Pieces can not jump over each other (see **picture 3**). The side of the board is not an obstacle to movements. (See **picture 5**).

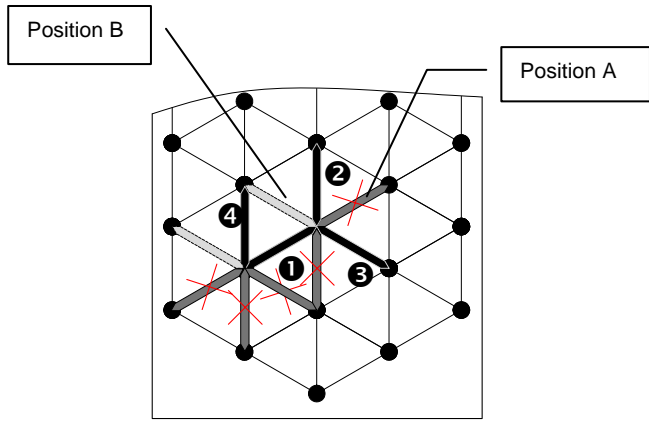
#### **Picture 2**

The black piece is about to be moved. The move is a rotation of the polygon piece along of the 2 axes on which it is positioned. You are not allowed to move it backwards. The clear grey pieces represent the allowed movements. The crossed-grey pieces represent the disallowed positions (backwards moves).



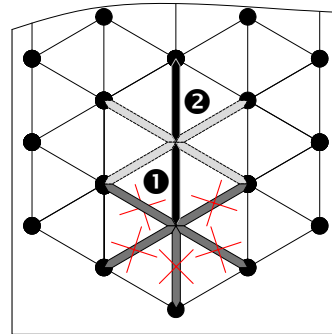
### Picture 3

The black pieces (1 to 4) are the ones on the board at the moment of the move. Piece 1 is moved and the player only has two movement possibilities in this case (clear grey polygon pieces on the picture). (Piece 4 does not prevent piece 1 moving to position B). Pieces 2 and 3 prevent piece 1 moving to position A. Other crossed positions are forbidden, as the polygon piece 1 needs to be moved backwards.



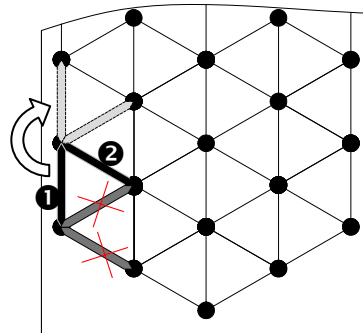
### Picture 4

The white pieces (1 and 2) are those which are on the board at the moment of the move. Piece 1 is moved and the player has 4 possibilities (clear grey polygon pieces). The other crossed positions are forbidden as the polygon piece 1 needs to be moved backwards.



### Picture 5

Black pieces (1 and 2) are those which are on the board at the moment of the move. Piece 1 is moved and the player only has 2 possibilities (clear grey polygon pieces). Piece 1 is not allowed to jump over piece 2, so it only can be moved via the exterior of the board. Other crossed positions are forbidden as the polygon piece 1 needs to be moved backwards.



## CAPTURE

Capturing the other player's pieces is based on the formation of an entire polygon (even where there are alternating black and white pieces making up the perimeter of the polygon).

If after you have moved your polygon piece, you create a polygon and you have more polygon pieces than the other player, you capture theirs. The captured pieces are taken off the board.

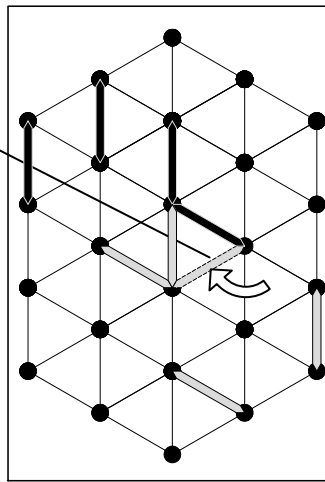
On the contrary, if you have less pieces in the created polygon, your pieces are captured.

The smallest polygon that can be created is a triangle and the biggest will depend on your skill and on the number of your polygon pieces (see **Picture 6 and 7**).

When there is same number of polygon pieces (white and black) in a created polygon, neither player's pieces can be captured.

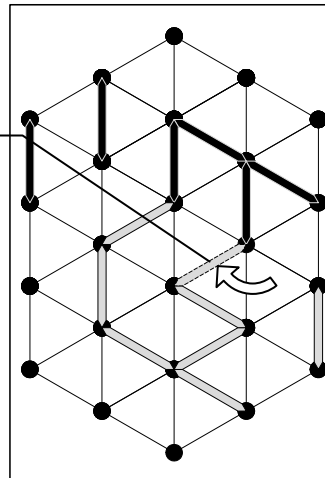
**Picture 6**

The white polygon piece is about to be moved, and so a triangle will be formed with the black polygon piece. The black polygon piece is then captured and it is taken off the board.



**Picture 7**

The white polygon piece has just been moved and a 9-sided polygon is created with 3 black polygon pieces. The black pieces are captured and taken out of the board.

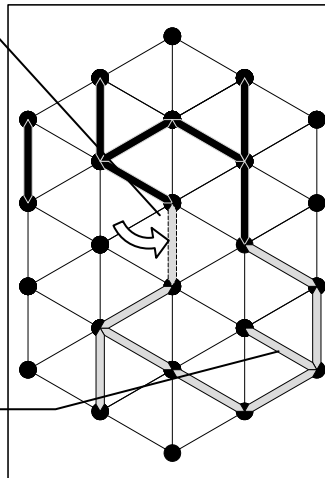


When the polygon is not empty (that is to say that one or several polygon pieces are inside of the polygon but are not part of it), a capture is impossible (see **Picture 8**).

**Picture 8**

The white polygon piece has just been moved and has created a 11-sided polygon. Capture is impossible as long as the white polygon piece is in position B (inside the polygon).

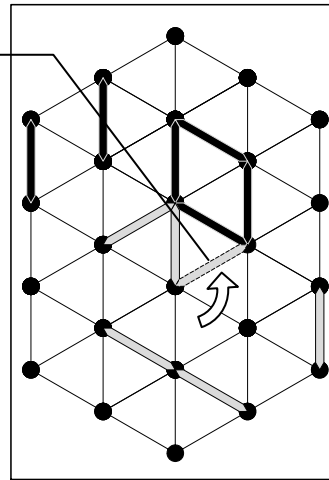
Piece in position B



The capture of the other player polygon piece(s) sometimes can provoke the capture of your own polygon pieces right after (see **Picture 9**).

**Picture 9**

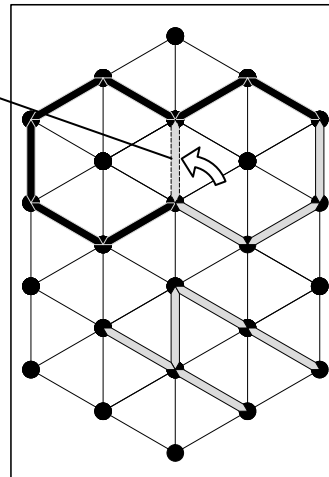
The white polygon piece is about to be moved and will form a triangle with the black polygon piece. The black polygon piece is captured and is taken out of the board. After this capture, another 5-sided polygon is formed and it only contains 2 white polygon pieces, so these 2 white polygon pieces are captured.



When several polygons are formed consequent to the movement of one polygon piece, the player who just moved his piece has to decide which capture is the first one (see **Picture 10**). The subsequent captures are made **during the same turn** until there are no more formed polygons.

**Picture 10**

The white polygon piece has just been moved and formed 2 polygons. The white player decides that the capture starts first on the polygon on the right side. This allows him/her to capture 2 black polygon pieces. The other player's then captures one white piece thanks to the polygon on the left.



The player who reaches the opposite end, through moving his pieces, there is the winner only if his polygon pieces are not captured.