

Six

A tile-laying game for 2 or 4 players from 8 years.
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Game Materials

21 red playing pieces,
21 black playing pieces

Aim of the Game

The three winning formations, called sixes are: triangle, circle and line. Each of them is formed of six pieces

The game goal is to create one these formations with your own stones while preventing your opponent from doing the same.

Game preparation

Each player takes 20 pieces of one colour.

The two remaining stones are laid side-by-side in the centre of the playing area as a starting arrangement. Select a starting player.

Game Play

In turn, each player places one of their stones on the table with at least one side touching one of the already-played pieces.

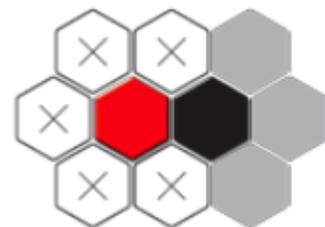
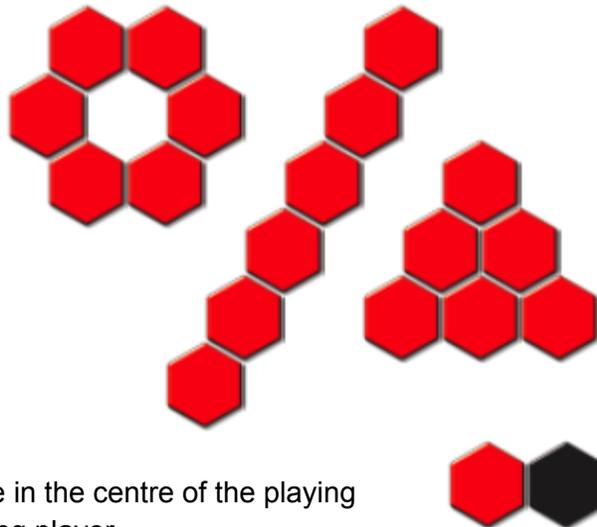
To offset the advantage of the first player, the first stone placed may not be in direct contact with his colour starting stone. Thus, red has the three possible positions illustrated as the first move of the game.

A closed circle is always considered a winning formation, regardless of whether it surrounds one of the the player's own pieces, an opposing piece, or is empty.

Game end

The player who first succeeds in creating one of the six winning formations in his own colour wins the game.

If the players have placed all the stones without either of them managing to create a Six, the game continues to the second round.

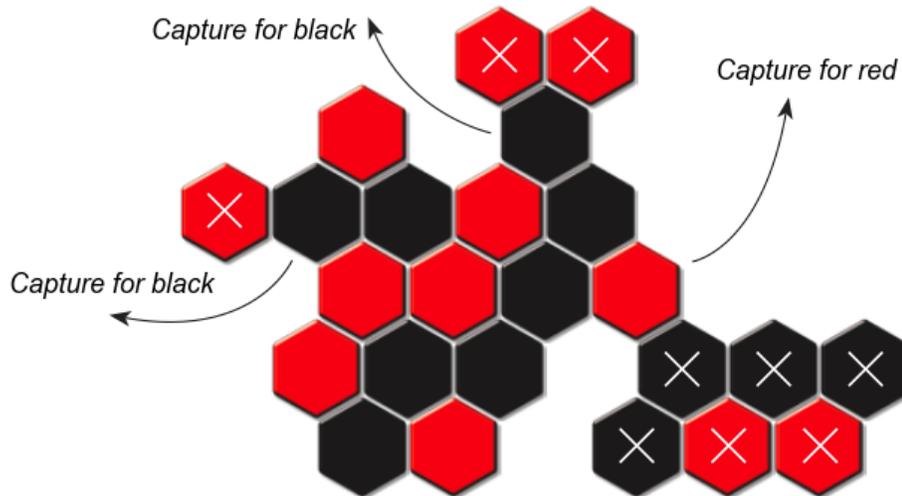


Second round

The goal of the game, to create one of the three winning figures remains unchanged. Each turn, a player removes one of the pieces of their colour from the playing field and then places it in a new location. It is permitted to remove a completely enclosed piece.

Capture

Tokens that are separated by the removal of another piece from the main playing field are considered to be captured and are put to one side. This applies to both individual pieces and to entire groups.



If the field is divided by the removal of a piece into a larger and smaller group, the smaller group is considered to be captured. If the field is divided into two equal groups, the player who made the removal chooses which group is to be captured. The removed piece is placed after the capture and counting is complete.

Game end

The game is over once a player has formed a six, or their opponent has fewer than six pieces left in play (so they can not possibly create a six).

The losing player begins the next game.

Variant for 4 players

In the version for four players, players sitting opposite play together as partners.

The partners share the pieces of one colour. Everyone gets 10 stones. The game is played in a clockwise directions. Instructions and agreements among the partners are not allowed.

Exception; throat-clearing. If all agree, a cough as a warning signal may be allowed to alert the partner to an imminent danger.