

Contention - an abstract strategy game about containment for 2 players.

Equipment:

- 9 red stones
- 9 white stones
- 19 black stones
- 1 board - hexagon composed of hexes, 4 on a side, with the center hex marked in some way.

Object:

Be the first player that cannot place a black stone, by manipulating your opponent's moves.

Setup:

Decide by whatever means agreeable to you who will play first and who will play second. The first player takes the red stones, and the other player takes the white stones. The black stones form a common pool at the side of the board. Place one black stone in the center hex of the board (marked as a purple hex on the board provided).

The play:

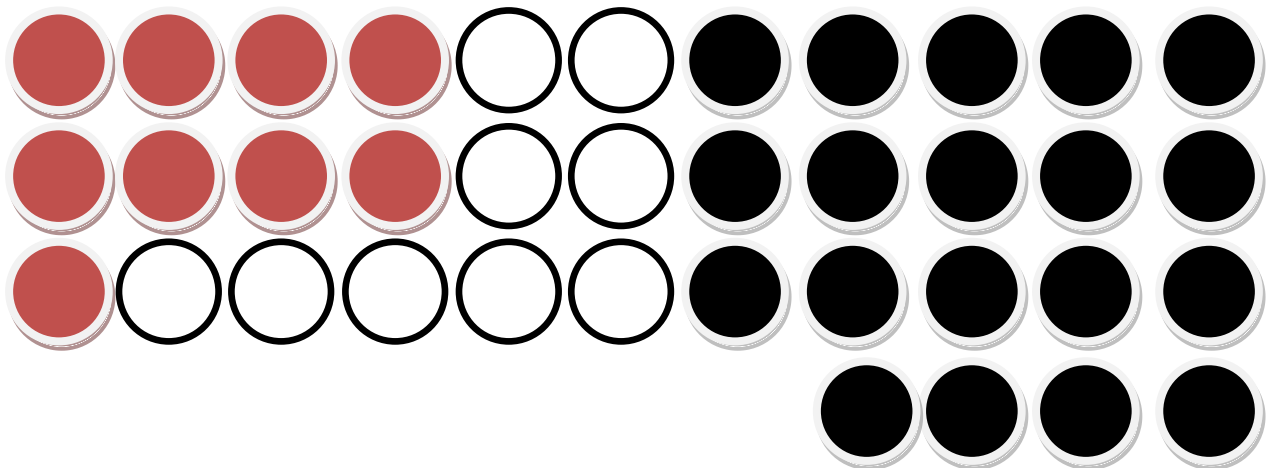
Players alternate turns, each placing one of their colored stones on any empty space of the board, followed immediately by a black stone in any empty hex that is touching a hex occupied by another black stone. In this way, the black stones grow out from the center of the board as both players attempt to block them in. If a player is unable to play a black stone, that player wins the game. In the rare case that the entire board is filled, the first player wins, as they are the first player who is unable to place a black stone (regardless of the fact that they are unable to place one of their own stones).

Credits:

Concept, design, and print-and-play version: Jacob Peck

Playtesting: Jacob Peck, Ian Mumpton, and Jess Tetro

Pieces:



Board:

