

Nonaga

Nonaga is a pure abstract game, without randomness or hidden information. The players must connect their pieces, sliding them on the board. After moving a piece each player also modifies the board itself.

Author: © 2008 Viktor Bautista i Roca

Materials:

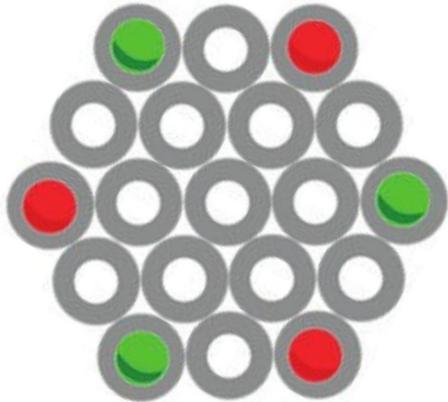
- 19 rings
- 6 counters (3 of one color, 3 of another color)

Rules

Initial Position

Create a hexagon using the 19 rings: 1 ring in the center, 6 more around the center and the other 12 around the perimeter.

Put the six counters on the vertices, alternating colors. Each player controls the counters of one color. Decide randomly who is the first player.



Movement

A game turn has two steps:

- 1) move a counter
- 2) move a ring

It is mandatory to do both steps and in this order.

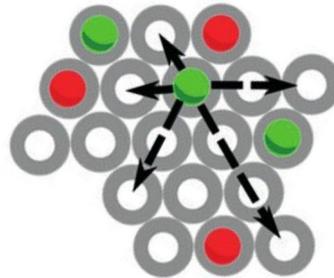
1.- Moving a counter:

The active player selects a counter of their color and slides it in one of the six possible directions until it stops by a board edge or by another counter, no matter the color.

The counter cannot stop until it reaches an edge or another counter.

See example 1: If the player with the green counters wants to move the piece in the center, they can do it in five directions. Up-and-right is not possible as the way is blocked. The green counter will stop in one of the five places marked with an arrow.

After moving a counter the player must move a ring.



Example 1.

2.- Moving a ring:

The active player must move a ring:

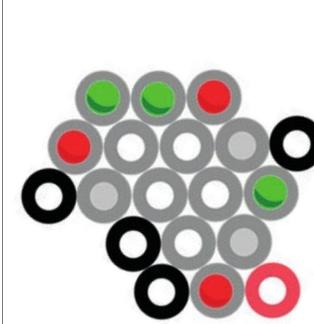
- The ring must slide to another position.
- You can only move a free ring that slides without moving any other ring.
- You cannot move the ring that the other player has just moved in the previous turn.
- The ring must be placed touching two other rings.

See example 2:

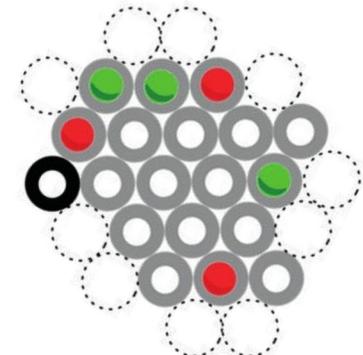
After moving the counter, the player with the green counters must move a ring.

- The only valid rings are those in black.
- The rings with counters above them cannot be moved. The ring in red cannot be moved as the other player had moved it in the previous movement.
- The ones in grey cannot be moved as they would push other rings.
- Obviously the inner rings cannot be moved.

See example 3: The player has decided to move the ring in black and the only possible places it can be moved are those marked with dashed lines, as they are the only that touch two other rings.



Example 2.

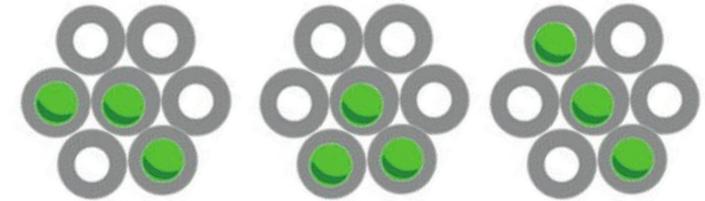


Example 3.

Endgame and winner

The winner is the player that puts their three counters in contact, be it in a triangle, a straight line or a curve.

See the images with the three possible winning positions.



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