constructagon

Equipment:

1 playing board
11 light triangular "bit" pieces
11 dark triangular "bit" pieces
1 light hexagon "hex" piece
1 dark hexagon "hex" piece
2 clear circular "constrainer" pieces
13 Option Cards
33 Polygon Cards

Object of the Game:

To be the first player to move her pieces from the starting triangle, through the turnaround hexagon and back to the finishing hexagon.
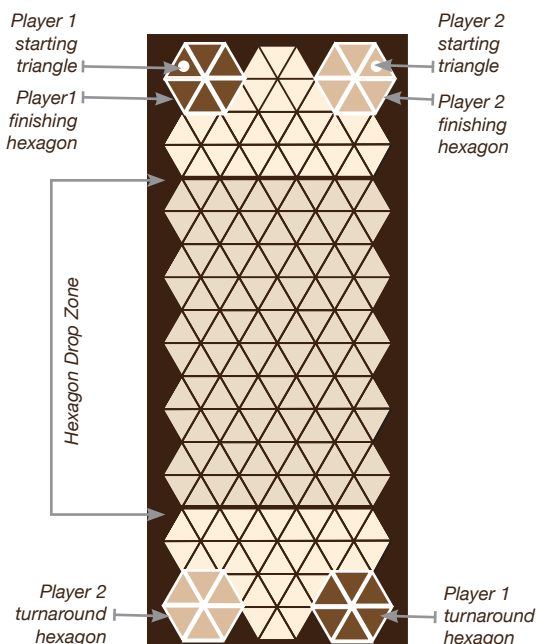
Setup:

Shuffle the Polygon deck of cards. Each player chooses one card from this deck. The highest card drawn is Player 1. Discard both cards.

Player 1 shuffles the Option deck of cards and deals 2 to each player.

Each player is given 11 bits and 1 hex of the same color and 1 constrainer.
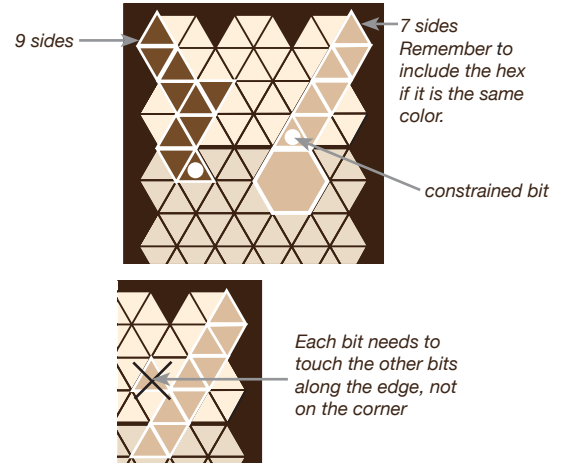
Each player will place one bit in her starting triangle and will place the constrainer on top of that bit. Note: This is the only point during the game that a constrainer may be placed in a player's starting or turnaround hexagon.

Player 1 starting triangle
Player 1 finishing hexagon
Player 2 starting triangle
Player 2 finishing hexagon
Hexagon Drop Zone
Player 2 turnaround hexagon
Player 1 turnaround hexagon

Player 1 places her hex on the board within the drop zone. Player 2 places her hex on the board within the drop zone.
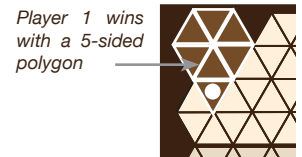
Play:

In turns, players draw one Polygon card and must construct a polygon with the number of sides listed on the drawn card with her bits. She does not need to use all of her bits. At least 1 bit must touch the edge of the constrained bit (the bit with the constrainer on top of it). Each played bit must touch the edge (not the corner) of another played bit of the same color. A player must count the sides of her hex if an edge of one of her bits is touching her hex. If the player is unable to construct the requisite polygon, she must forfeit her turn. The Polygon card is discarded at the end of the turn.

9 sides

7 sides
Remember to include the hex if it is the same color.

constrained bit

Each bit needs to touch the other bits along the edge, not on the corner

After the player has constructed the requisite polygon, the player chooses which bit to constrain for her next turn by placing the constrainer on one of her played bits. This designates which bit cannot be moved on her next turn. If a player forgets to place her constrainer, or forgets to move it, the player forfeits her right to do so and the constrained bit will remain the same as the turn just completed.

Immediately following the draw of a Polygon card, any player may choose to play an option card. Option cards may give players the ability to force an opponent to make a polygon with a particular number of sides, might allow a player to move a constrainer or hex, or gives a player some other advantage.

Once a player has a bit in each space in her turnaround hexagon she may draw an option card. She now must switch directions and return to the finishing hexagon. A six-sided polygon is not needed to turnaround.

Winning:

Player 1 wins with a 5-sided polygon

The first player to have a bit in each space in her finishing hexagon (upon return from the turnaround hexagon) wins the game. The final polygon may go beyond the finishing hexagon, but must include the entire finishing hexagon. A six-sided polygon is not needed to win.

Short Play Variation:

In short play, the game ends when a player has a bit in each space in her turnaround hexagon.