

Swarm

2026, Kanare Kato, <https://boardgamegeek.com/thread/3684281>

The game is played on a hexhex board of size three, initially empty.

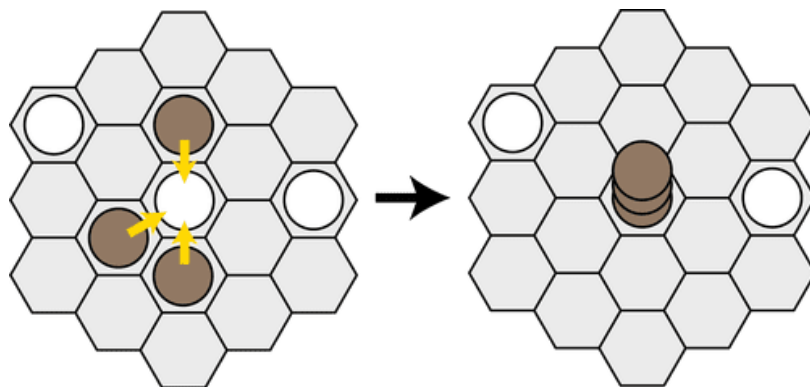
Definitions.

- Pieces of the same color piled up on the same space are called a **stack**. A **singleton** is a stack of size 1.
- A set of adjacent stacks of the same color is a **group**. The **size** of a group is the number of stacks it contains.

On his turn, the player must do one of these actions, in decreasing priority:

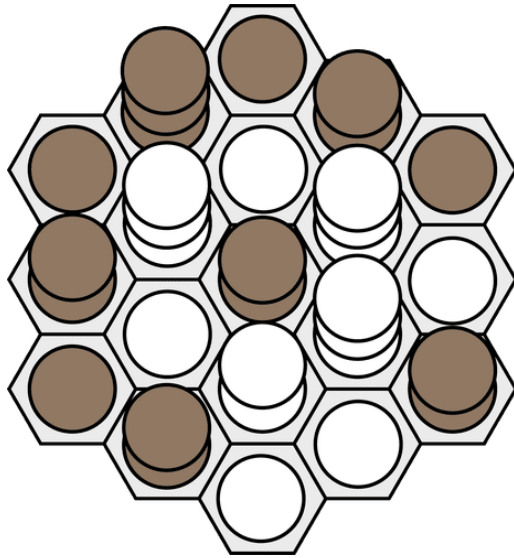
- 1) Capture an enemy stack (see below for details)
 - a. If two or more captures are available, the one involving the most singletons takes priority (if there's more than one, the player decides).
- 2) Place one friendly piece on an empty cell
- 3) Pass

Capture. At the start of your turn, if two or more of your singletons are adjacent to the same opponent stack, and the height of that stack is smaller than the number of your adjacent singletons, (1) remove that opponent stack from the board, and (2) stack all your singletons that were adjacent to that space into a single stack and place it in the space where the opponent stack was.



capture example

Goal. The game ends when neither player has any legal moves left. The player with the largest group wins. If they are tied, compare the next largest groups one by one until a difference emerges. Draws are not possible.



White wins the game with score 9-8