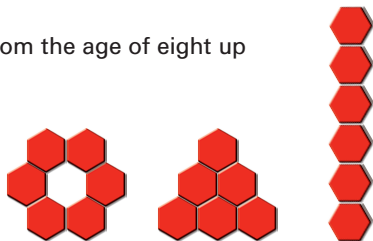


SIX

A board game for two players from the age of eight up
by Steffen Mühlhäuser

Game components

21 red tokens
21 black tokens



Object of the game

In SIX, the three winning formations are: circle, triangle and row.
Each of these formations is made up of six tokens.
The object of the game is for players to use their tokens to create one of these three formations whilst preventing their opponent from doing so.

Preparation

Two starting tokens are placed side by side in the centre of the playing area. Each player receives 20 tokens of one colour. The game can begin once the first player has been nominated.



Play

The players take it in turns to lay one of their tokens down next to any one of the other tokens already sitting on the playing area.

Players only have to create **one** of the three formations to win. A complete circle is always a winning formation, no matter whether its centre is empty or it has any of the players' tokens in it. The first player to create a formation of six of his or her tokens wins and ends the game.

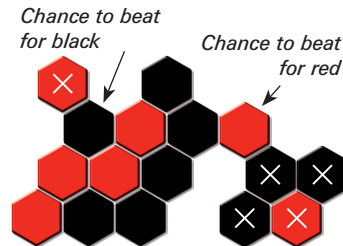
If both players have used up all their tokens and no one has managed to create a winning formation, the second round begins.

Round two

The object of the game is the same as before – to create one of the three winning formations. Whoever's turn it is removes one of his or her tokens from the playing area and places it down next to another token elsewhere. Tokens that are completely surrounded have to be removed carefully to avoid moving the other tokens from their positions.

Tokens that become separated from the rest when a player removes a token are automatically eliminated and are removed from the playing area. This affects single tokens as well as entire groups of tokens.

If the tokens on the playing area are split into one large group and one small group when a player removes a token, the smaller group is always automatically eliminated. If the tokens are split into two groups of equal size, the player who initially removed the token decides which group is eliminated and removed.



End of play

The game ends as soon as one of the players manages to create a formation of six tokens or has eliminated so many tokens that it is impossible for his or her opponent to create a full formation. The losing player starts the next game.