

ORGANICA

An abstract strategy game for 2 players

COMPONENTS

- 20 pawns (10 in white and 10 in black)
- 8 Leaders (4 in white and 4 in black) Leaders and pawns are collectively known as pieces
- A hex grid in the shape of a hexagon

OBJECT OF THE GAME

The first player to force his opponent into having no valid choices wins. A player can also win when he captures all the opposing leaders, thus removing them from the game. Valid choices are detailed in the section of the same name

SETUP

1. Players place three pawns together in a triangle configuration on opposite corners of the board. After this is done, whoever is playing white starts and players start taking turns.
2. Players keep taking turns until a winner is declared. Refer to the turn sequence section for information regarding what a player can do on his turn.

TURN SEQUENCE

On your turn, you **MUST** do one of the following.

- Place 1 (**ONE**) Leader or
- Place 1 (**ONE**) pawn and move 1 (**ONE**) group of pieces that is size three or greater (though you can choose not to move).

If a player runs out of pieces to place on the board, he may proceed to make whatever legal move he can.

ABOUT PLACEMENT

- Leaders cannot be placed adjacent to another leader of **THE SAME COLOR**.
- Pieces can be placed on any of the white hexes of the board, as long as they are unoccupied and meet the above requirement.

ABOUT MOVEMENT

When 3 or more pieces are next to each other in any configuration, they are said to be in a **GROUP**. Groups can be made through the placement of pieces, and they can be split or enlarged during movement with various consequences

On their turn, the player chooses **ONE** group to move, and then proceeds to announce the size of the chosen group, which can then be moved as many spaces as its size. You are not forced to use all your movement capacity, or to use it at all. The players can **ONLY MOVE THE CHOSEN GROUP**.

Other things to keep in mind:

- Movement is only possible on your turn when you place a pawn or when you can't place any more pieces
- You can only move on the white hexes. Black spaces are off limits.
- The group **DOES NOT** move as a whole. Instead, each piece has to be moved individually **ONE** space at a time **IN ANY DIRECTION** to an unoccupied hex, but if a move reduces the size of the group you are moving, it ends the player's turn.
- Increasing the size of the group during movement allows you to move the newly joined pieces with the **REMAINDER** of your moves. Increasing the size of a group does not in any way increase the number of moves you have, but it certainly gives you more options on how to use your remaining moves. The previous rule also applies to the new, larger group.
- You can use your movement capacity to move more than one piece within the group.
- A Leader **CANNOT** be moved adjacent to another Leader of **THE SAME COLOR**, even if it would be moved away later using the remainder of the moving capacity of the group.
- It is possible to capture an opponent's pieces or leaders during a player's movement. Read on to find out how.

ABOUT CAPTURES

- Hexes can only be occupied by **ONE** piece. However, **LEADERS** can **CAPTURE** the opposing player's **PAWNS** by moving to a space they occupy. Leaders can capture more than one pawn during a turn.
- **LEADERS** can be captured when they are **COMPLETELY SURROUNDED** by opposing pieces in all possible directions.
- Captured pieces are **REMOVED** from the game.

VALID CHOICES

A player has no valid choices when on their turn:

- He or she places a pawn on the board, but can't move
- He or she runs out of pieces to place on the board and can't move

The first person to run into any of these situations loses the game; this means that in normal play there are no draws unless both players agree to it. However, if more than 10 turns pass without a single capture, either player may declare a draw.

BASIC STRATEGY

Here are a few tips to get you started.

- Pace yourself: Remember that you have to place a pawn or leader on the board on your turn until you run out of pieces. Choosing when to place leaders on the board is very important; as not only are they necessary to win the game, but waiting to place two or more of them in a row at the last moment means you'll give your opponent opportunities to move uncontested.
- Group configuration is key to mobility: A large group spread along a line may cover a lot of ground in two directions, but not so much in others, while a compact one may offer moderate mobility in many directions. Keep this in mind when planning your moves and placements
- Learn when to break away from your group: you can move your leader away from its group to capture an opposing pawn. However, because reducing the size of the group you are moving ends your turn, it is best to do this on your last move.
- Split your opponent's groups: if you can capture a piece so that it breaks an opponent's group in two or more smaller groups, you can significantly hinder that player's chances. It is not without its risks though.
- Capturing leaders is not always useful: because leaders of the same color can't be next to each other at all, a mostly surrounded, isolated leader protects the surrounding pieces from capture.
- Be mindful of where to place your leaders: remember that a leader can be captured if surrounded in all possible directions, and that on the borders of the board leaders can be surrounded in 5 or just 3 directions, as opposed to 6 on the rest of the board.