

Kites, version 1.0, 2020-06-01, by Rolf Pütter

Kites is a combinatorial game for two players. They take turns placing kite-shaped pieces of six different colors on a hexagonal board that is partitioned into kite-shaped cells. Each move consists in placing a piece on the board so that it covers one of the empty cells. The players take from a sufficiently large supply of pieces of each color so that they can comply with the first rule:

- 1) Irrespective of which player's turn it is, pieces have to be placed always in the cyclical order red –yellow – green – cyan – blue – violet - red - ... etc.

Several pieces placed on the board in union form configurations, of which the following are meaningful for the game:

- a) Half-wheel: Three kites in three different colors meeting at a point with their acute angles, thus forming an angle of 180° (see two examples in figure 1).

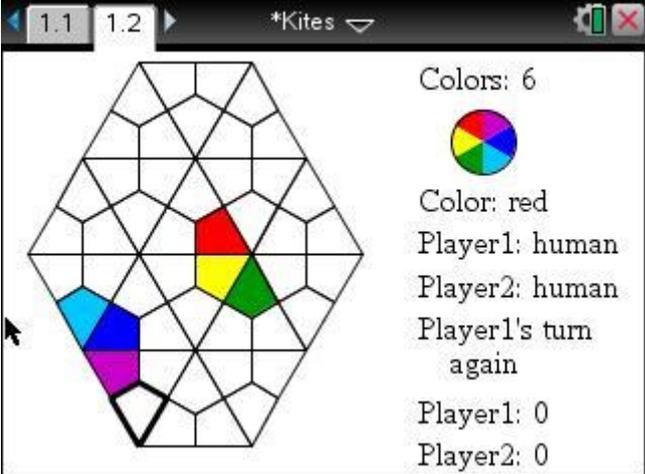
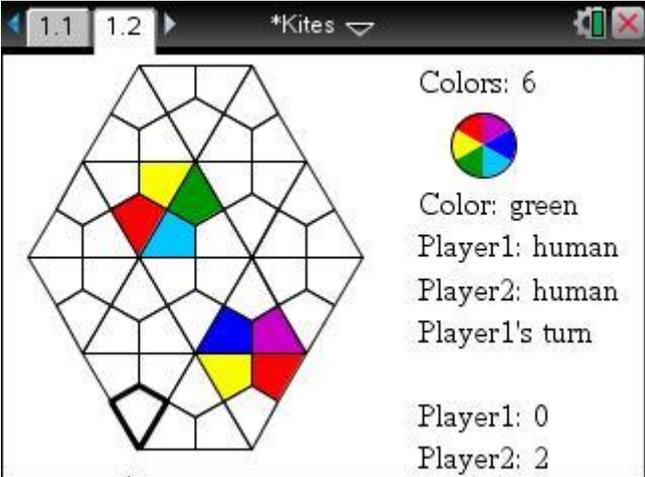


Figure 1

- b) Quartet: Four kites in four different colors meeting at a point with their right angles (see the examples in Figure 2 below:).



c) Triangles: Three kites in three different colors meeting at a point with their obtuse angles thus forming an equilateral triangle (see Figure 3)

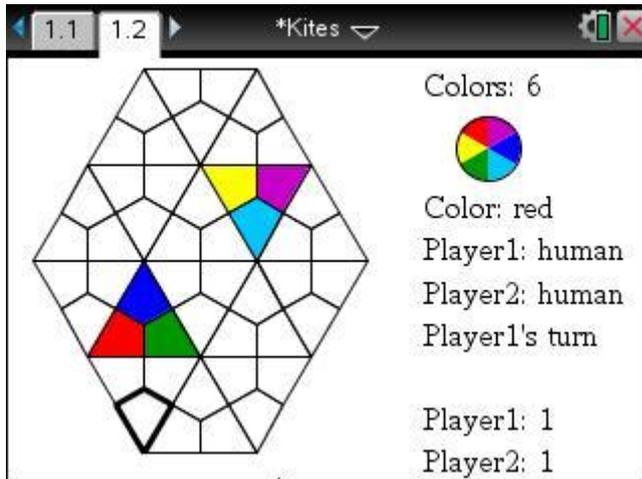


Figure3

d) Wheel: Six pieces meeting at a point with their acute angles (Figure 4).

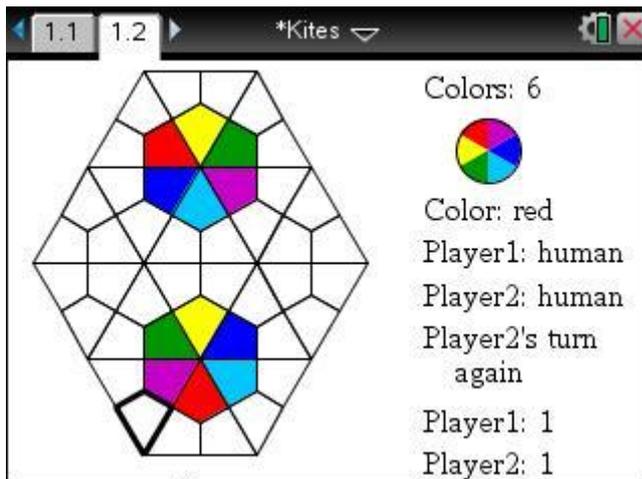


Figure 4

Rule 1 is now completed by the following rules:

2) The players move in turns with an exception:

A player who completes a half-wheel or a wheel **without** completing a quartet or a triangle or placing his kite besides one of identical color must move again. This rule is to be applied several times in a row if necessary.

3) A player completing a triangle, a quartet or a wheel wins a point. If several of these are completed, points are gained in that number.

4) Who places a kite side by side to an existing kite of the same color loses a point. Positive and negative points of one move are added to the points already gained.

5) The game ends when all the cells are filled.

6) The player with the higher number of points wins the game. In case of equality, it's a draw.

Remarks:

The game can also be played on smaller or larger boards or with more than two players. The number of different colors can be lowered. The rules for gaining a point must be adapted accordingly.

In the handheld version, the color which has to be added in the next move is displayed in the top line on the right. If you play against the calc, you have to press Enter for it, so that you can see what it does.

Controls:

Arrow up or down:	move cursor (the bold black frame) up or down
Arrow left or right	move cursor left or right
[4] or [6]	move cursor left or right
[8] or [2]	move cursor up or down
[7] or [9]	move cursor diagonally up
[1]or[2]	move cursor diagonally down
[b], Esc, Backspace	take back one move
[n]	start new game
[h]	get a hint from the program (program places cursor)
Enter	execute move, that is, place piece on cell indicated by cursor

If you've got a mouse, you can also make a move by left-clicking on the desired field.