

Cairo Corridor

A board game for 2 players by **Markus Hagenauer**

The *Cairo pentagonal tiling* is a dual semiregular tiling of the Euclidean plane. It is given its name because several streets in Cairo are paved in this design.

INTRODUCTION

Cairo Corridor is a non-disconnection-and-area-control abstract strategy game for 2 players.

In **Cairo Corridor** players alternate turns placing their pentagonal pieces in a board with a Cairo pentagonal tiling, trying to get the majority of pieces of their colour adjacent to a path that's being built during play and that connects the 4 sides.

MATERIAL

- A board with a Cairo tiling of 72 pentagons.
- 30 black pentagons.
- 30 red pentagons.
- Carrying case.

GAME PREPARATION

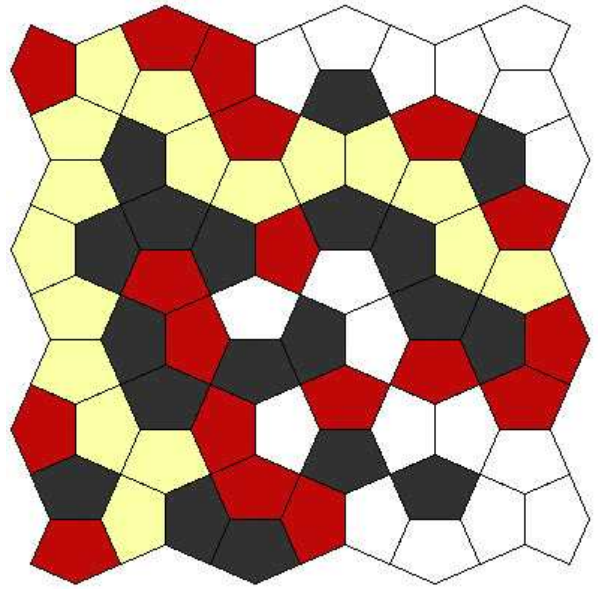
Place the board in the middle of the playing surface. Each player takes all the pentagons of their colour.

HOW TO PLAY

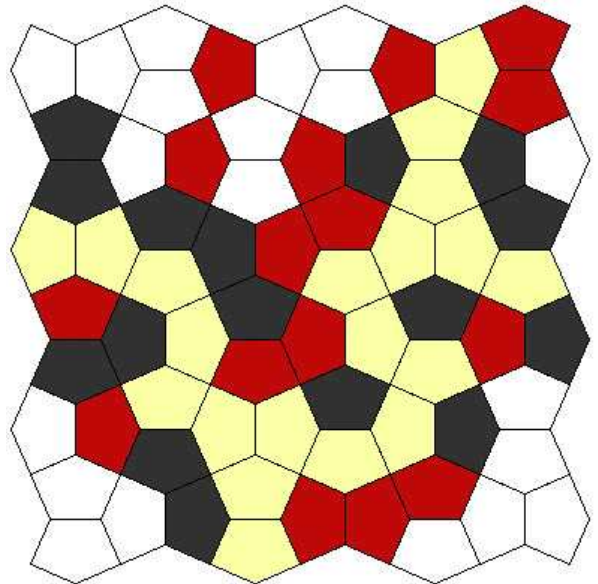
Players take alternate turns placing a pentagon of their colour on an empty cell of the board, so that there is always at least one clear path of connected cells linking the 4 sides of the board. This type of path is called 'Corridor'.

The game ends when, being only one *Corridor* left, no more pentagons can be placed adjacent to it. 'Adjacent' means 'sharing an edge, not just a corner'.

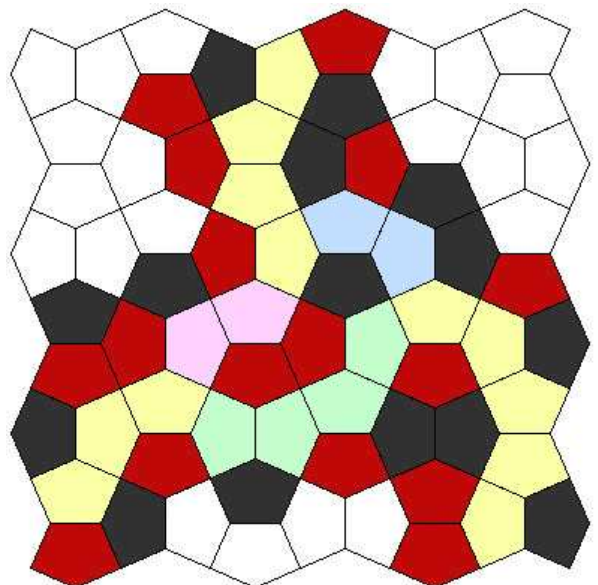
The player with more pentagons adjacent to the *Corridor* is the winner.



Example 1: Only one path left that connects the 4 sides (corridor), and no more pentagons can be placed adjacent to it. The game ends and Black wins 14 to 11.



Example 2: Black wins 14 to 13.



Example 3: The game hasn't ended yet, as more pentagons can be placed on the pink, green or blue areas.