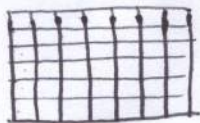


CONNECT FOUR (BY WEXLER & STRONGIN, 1974)

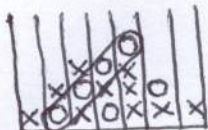
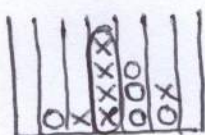
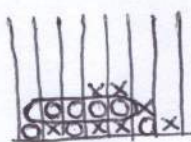
BOARD 6 ROWS x 7 COLUMNS

PIECES

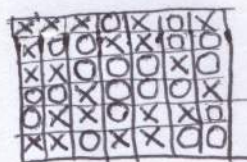
PLAYER 1: X
PLAYER 2: O



GOAL CONNECT 4 OF YOUR PIECES IN A ROW, COLUMN, OR DIAGONAL

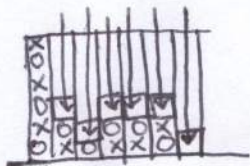


A TIE IS POSSIBLE

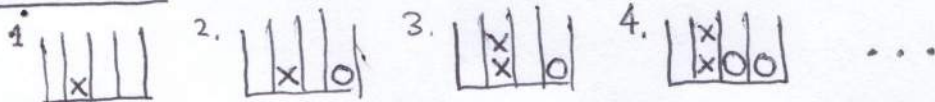


PLACEMENT: "DROP"

CHOOSE A COLUMN WHICH IS NOT FILLED.
PLACE YOUR PIECE IN THE LOWEST EMPTY
CELL. IN THAT COLUMN.

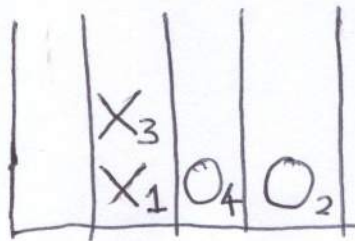


EXAMPLE (ON SMALLER BOARD)



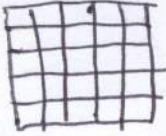
OPTIONAL RECORD THE GAME BY WRITING THE TURN NUMBER IN EACH CELL.

FOR INSTANCE, THE ABOVE EXAMPLE IS RECORDED AS



TWO-DIMENSIONAL NIM

BOARD 5x5

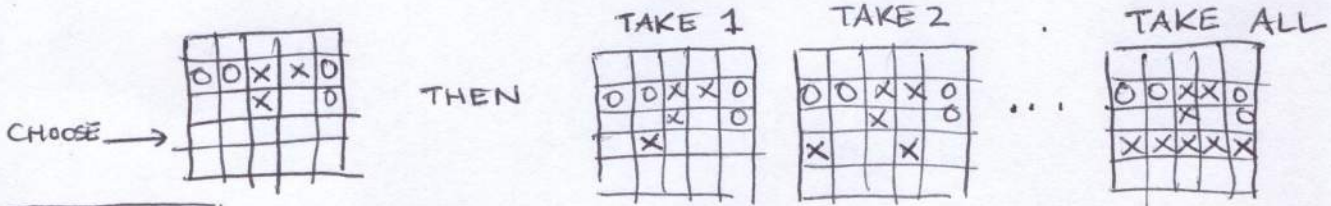


PIECES

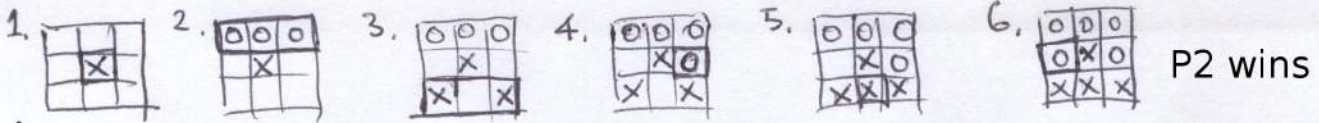
PLAYER 1: X
PLAYER 2: O

GOAL YOU WIN IF YOU FILL THE BOARD
(IF YOU TAKE THE LAST EMPTY CELL)

PLACEMENT CHOOSE A ROW OR COLUMN WHICH IS NOT FILLED. TAKE AT LEAST ONE CELL IN THAT ROW OR COLUMN AND UP TO ALL OF THE CELLS IN THAT ROW OR COLUMN. (or any number in between)



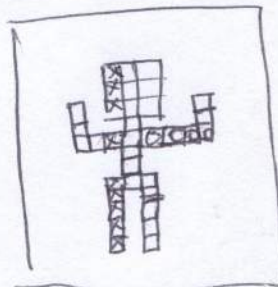
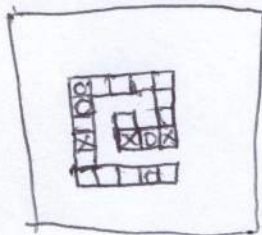
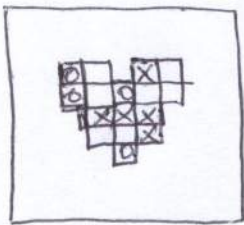
EXAMPLE (ON SMALLER BOARD)



OPTIONAL WRITE TURN NUMBER INSTEAD OF 'X' OR 'O'
E.G. THE ABOVE EXAMPLE IS RECORDED AS

2	2	2
6	1	4
3	5	3

CHALLENGE PLAY ON A CRAZY BOARD



HIPPOS & CROCODILES (BY NÉSTOR ANDRÉS, 2009)

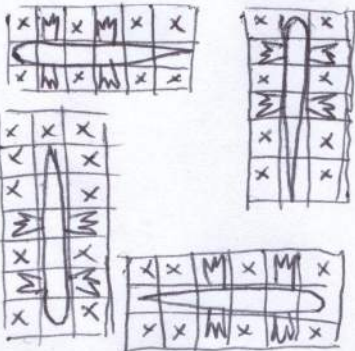
BOARD 10 ROWS x 20 COLUMNS

PIECES EACH PLAYER HAS ONE ANIMAL

You can agree to switch animals, or have the player going second pick the animals

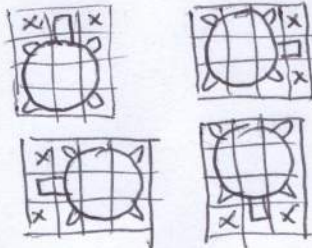
PLAYER 1: CROCODILES

☒ = empty cell



PLAYER 2: HIPPOS

☒ = empty cell



Draw a crocodile

Draw one complete animal/turn

1. Draw a 1x6 sausage
2. Add Legs (nearer to the round end than pointy end)

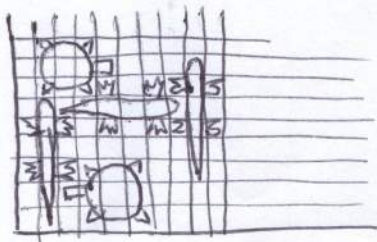
Draw a Hippo

Draw one complete animal/turn

1. Draw a 3x3 circle
 2. Add the head
 3. Add legs (Optional)
-

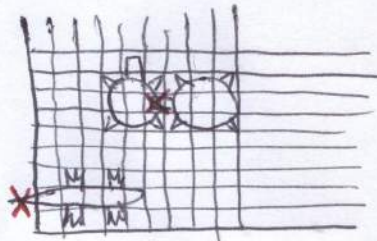
PLACEMENT ON YOUR TURN, FIND ROOM ON THE BOARD TO DRAW YOUR ANIMAL IN ANY OF THE 4 ORIENTATIONS, IF YOU CANNOT, YOU LOSE.

Legal placements



↑ edge of board

Illegal placements



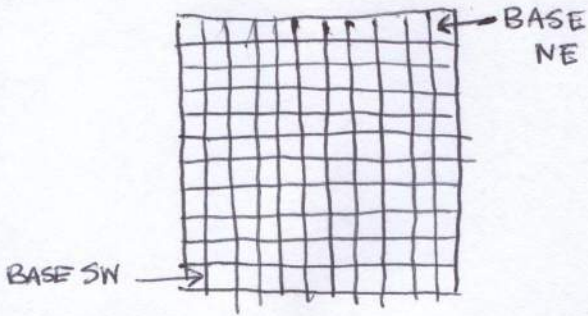
OPTIONAL

Write the turn number in the animal to record the game



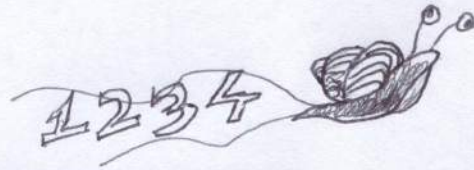
SLIMETRAIL (BY BILL TAYLOR, 1993)

BOARD 11x11, TWO 'BASES' AT THE NE AND SW CORNERS

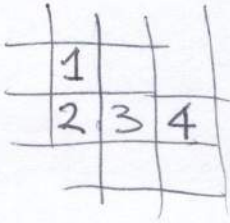
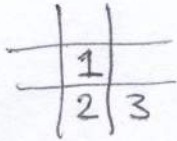


PIECES

NUMBERS 1, 2, 3, ...
(THE TURN NUMBER)



PLACEMENT



INITIAL PLACEMENT (TURN 1)

PLAYER 1 PLACES PIECE 1 ANYWHERE
 PLAYER 2 CHOOSES TO CLAIM EITHER
 THE NE OR SW BASE,
 PLAYER 1 GETS THE OTHER BASE

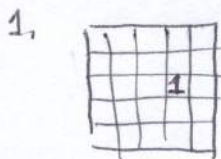
PLACEMENT (TURN 2+)

WRITE THE TURN NUMBER
 IN A CELL ADJACENT TO THE
 PREVIOUS NUMBER. (not diagonal)
 IF THIS IS NOT POSSIBLE → TIE.

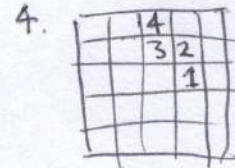
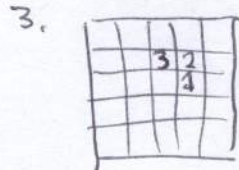
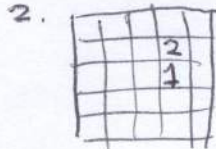
GOAL YOU WIN IF EITHER PLAYER

WRITES A NUMBER IN YOUR BASE.

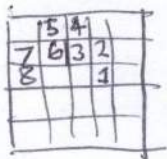
EXAMPLE (ON SMALLER BOARD)



P2 chooses
NE Base



5-8



9-12



13-18

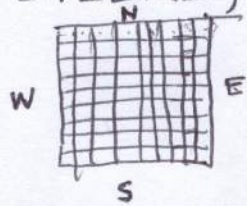


P2 WINS

CROSSWAY (MARK STEERE, 2007)

BOARD

Originally 19x19
Try 9x9



PIECES

PLAYER 1:

PLAYER 2:

optional: Write turn number in cell

GOAL

FORM A PATH CONNECTING TWO

EDGES OF THE BOARD. P1 WINS BY

CONNECTING N AND S EDGES USING

P1'S PIECES. P2 WINS BY CONNECTING

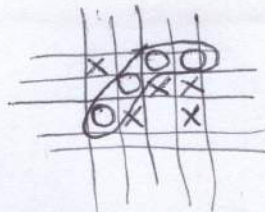
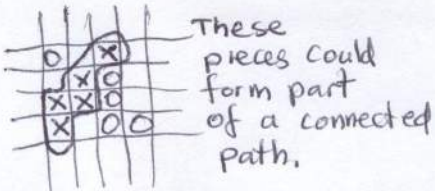
W AND E EDGES USING P2'S PIECES.

CONNECTED PATH

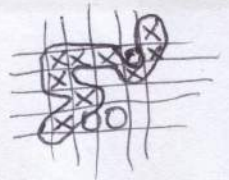
A PATH FROM ONE EDGE TO THE OTHER

CONSISTING OF ONE PLAYER'S PIECES

WHICH ARE CONNECTED BY UP/DOWN/LEFT/
RIGHT/DIAGONAL ADJACENCIES.

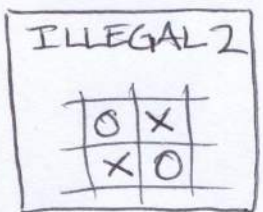
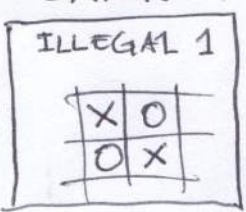


Paths can zig-zag



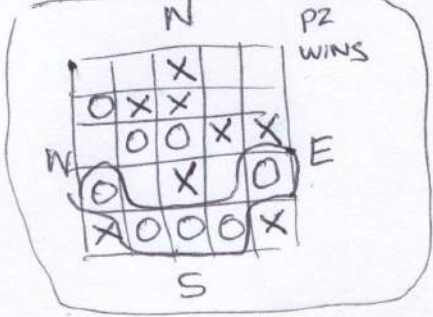
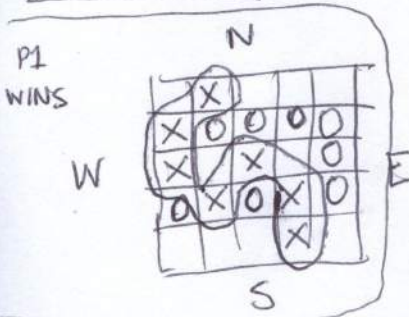
PLACEMENT

THE ONLY RESTRICTION IS THAT YOU CANNOT FORM THESE 2 PATTERNS



EXAMPLES

(on smaller boards)



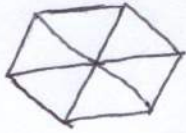
PIE RULE (optional)

Before deciding who goes first, one player can propose a move for Player 1. The other player then decides who is assigned to Player 1, who must then make that move.

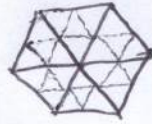
YAVALATH (CAMERON BROWNE'S GAME DESIGNING PROGRAM, 2007)

BOARD (smaller than standard) Draw it large

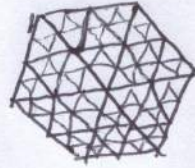
(i) HEXAGON IN 6 PIECES



(ii) SUBDIVIDE TRIANGLES



(iii) AGAIN



(iv.) Optional--to get the official board, add one layer of triangles to the border.

PIECES

PLAYER 1:

PLAYER 2:

Optional: Label w/ turn number

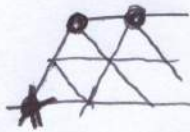


PLACEMENT PLACE ON INTERSECTIONS OF BOARD

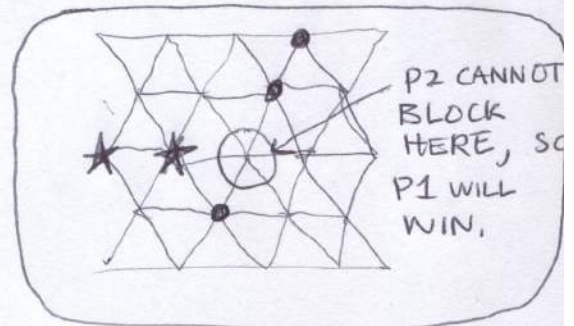
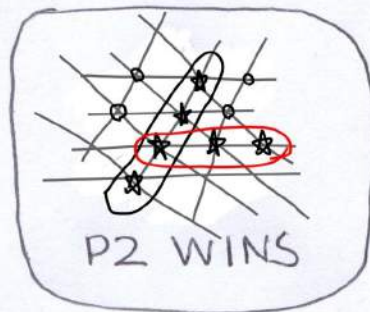
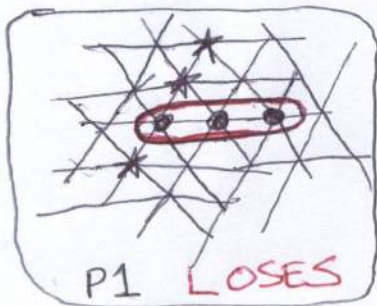
EX.



ON EDGE



RULES IF YOU MAKE A LINE OF 3 ADJACENT PIECES ALL OWNED BY YOU, YOU LOSE, UNLESS: ON THAT MOVE YOU MAKE A LINE OF 4 OF YOUR ADJACENTLY CONNECTED PIECES; IN THAT CASE, YOU WIN



PIE RULE (optional): Before deciding who goes first, one player proposes a first move for player 1. The other player then decides who goes first. Whomever goes first must then make the proposed move.