

CROSSWAY

by Mark Steere

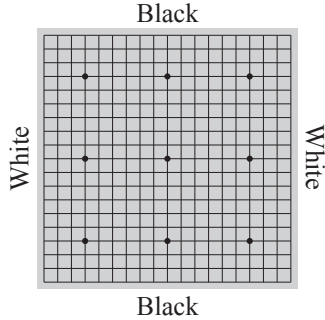


Fig. 1 - Initial Setup

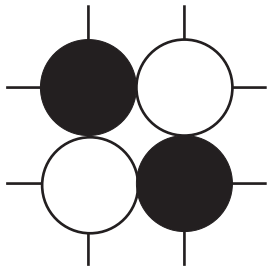


Fig. 2 - Don't Form This Or Its Rotations

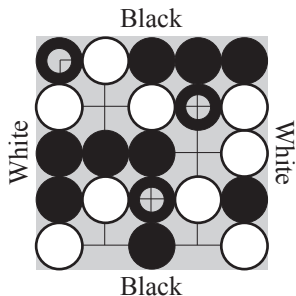


Fig. 3 - Black's Legal Placements

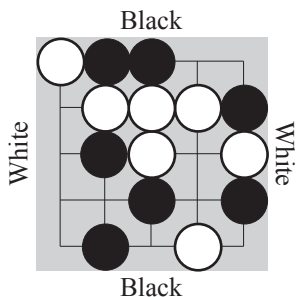


Fig. 4 - White Has Won

INTRODUCTION Crossway is played with a Go set. The board starts out empty as shown in Figure 1. Each player takes possession of all of the stones of one color. Draws and ties cannot occur in Crossway. Mark Steere designed Crossway in June 2007.

STONE PLACEMENT Players take turns adding their stones to the board, one stone per turn. A player must never complete the formation shown in Figure 2 or a 90 degree rotation of this formation. Figure 3 shows all available placements for Black, marked with hollow circles. Black makes the first placement of the game.

If you have no more placements available, you forfeit your turn and your opponent can continue making placements until he completes his goal connection.

Crossway makes use of the pie rule. See the PIE RULE section below.

OBJECT OF THE GAME For White to win, White must form a contiguous sequence of white stones connecting the West edge to the East edge of the board. Each stone in the sequence must be connected to neighboring stones in the sequence via horizontal, vertical, or diagonal adjacencies. Likewise for Black and the North and South edges. A corner is considered to be part of both adjoining edges. In Figure 4, White has won the game.

PIE RULE As noted earlier, Black makes the first placement. White then has the option of switching colors with Black, and claiming Black's first move as his own. If White chooses to exercise the Pie rule, Black then becomes White and now makes the second move of the game. The Pie rule can only be used once and only on the second move of the game.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Crossway for online or offline play. There is no licensing fee, and no royalties are expected. However please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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