

FENCES

by Mark Steere

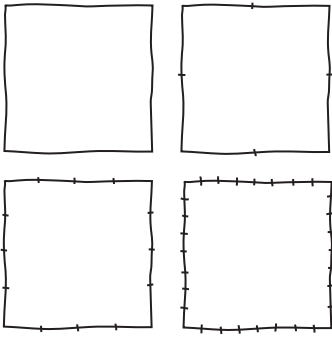


Fig. 1 - Draw board

Fences is a pencil and paper game for two players. First, draw a square. Then draw hash marks on the perimeter midway between the corners. Continue drawing hash marks as shown in Figure 1. The 4 corners and 28 hash marks comprise 32 anchors. You could take it a step further for a total of 64 anchors.

The two players take turns drawing a line between two anchors. Each anchor can be connected to only once. Lines cannot cross each other. The last player to draw a line wins.

In Figure 2c, there are 13 lines. Player 1 was the last player to draw a line, so Player 1 wins.

Draws cannot occur in Fences. Mark Steere designed Fences in September, 2021.

AUTHOR'S NOTE Feel free to publish this rule sheet, and to program the game of Fences 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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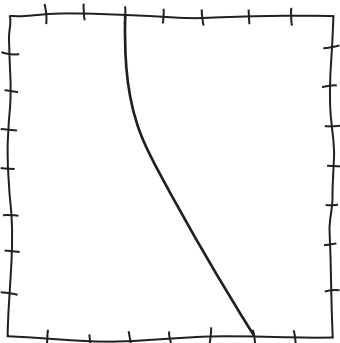


Fig. 2a - Player 1

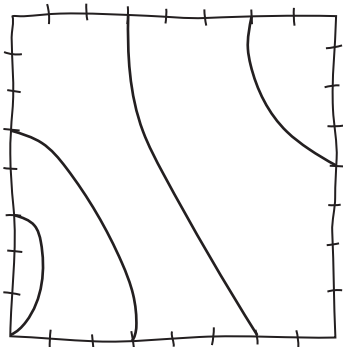


Fig. 2b

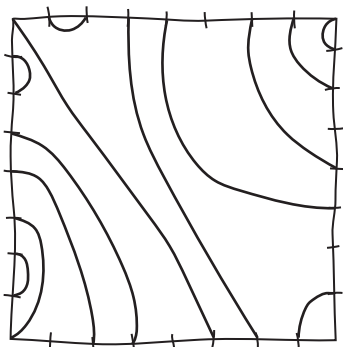


Fig. 2c - Player 1 wins