

PATHWAY

by Mark Steere

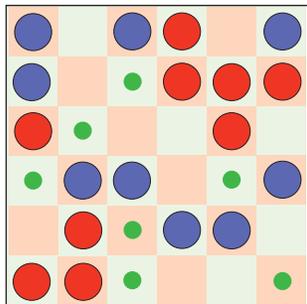


Fig. 1 - Red's turn.

All of Red's available placements are indicated in green. The bottom right corner placement forms no connections. Each of the other placements forms exactly one friendly connection and zero or more enemy connections.

INTRODUCTION

Pathway is a two player game played on a 6x6 (or 8x8...) initially empty checkerboard. The two players, Red and Blue, take turns placing their own checkers on the board, one checker per turn, starting with Red. Players are not allowed to pass. Mark Steere designed Pathway in March, 2021.

PLACEMENT TYPES

All placements are to unoccupied squares. **ADJACENCIES** are orthogonal (horizontal or vertical). A **FRIENDLY CONNECTION** is an adjacency between like colored checkers. An **ENEMY CONNECTION** is an adjacency between different colored checkers.

1. You can place a checker to form no connections (neither friendly nor enemy).
2. You can place a checker to form exactly one friendly connection and zero or more enemy connections.

See Figure 1.

OBJECT OF THE GAME

The first player not to have an available placement wins.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Pathway. No licensing fee or 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.