

SCATTERCUT

by Mark Steere

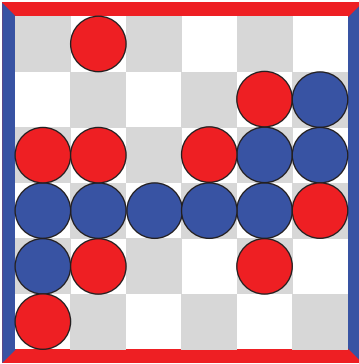


Figure 1

INTRODUCTION Scattercut is a two-player game played on a square board of any size, initially empty. The two players, Red and Blue, take turns placing their own stones on the board, one stone per turn, starting with Red. Passing is not allowed. Mark Steere designed Scattercut in August 2023.

OBJECT For Red to win, **at the conclusion of his turn** there must be a path of red checkers (interconnected via horizontal or vertical adjacencies, or both) connecting the two red sides of the board. Likewise for Blue. It's possible that you may complete a connecting path before your turn is completed. This does not necessarily count as a win. A connecting path must be in place at your turn's conclusion to count as a win. In **Figure 1**, Blue has completed his turn and won.

CROSSCUT A crosscut is comprised of four adjacent checkers arranged in a square as shown in **Figure 2**. Two of the checkers are red and two are blue. Like-colored checkers are diagonally opposed in the square.

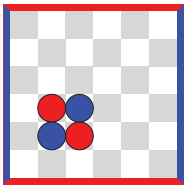


Figure 2

PLAY You begin your turn by placing a stone on any unoccupied square. If your placement forms one or more crosscuts, remove your crosscut stones which are diagonally opposed to your placed stone in the crosscuts. Place the removed stones, or as many of them as you can, onto unoccupied squares such that no new crosscuts are formed, concluding your turn.

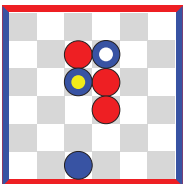


Figure 3a

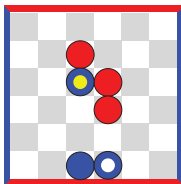


Figure 3b

In **Figure 3a**, Blue has placed the stone marked with a yellow dot, forming a crosscut. In **Figure 3b**, Blue has removed his crosscut stone (marked with a white dot) which was diagonally opposed to his placed stone in the crosscut, and placed it where it doesn't form a new crosscut.

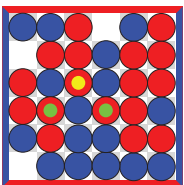


Figure 4a

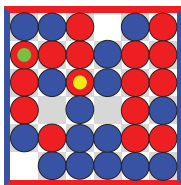


Figure 4b

In **Figure 4a**, Red has placed the stone marked with a yellow dot, forming two crosscuts. In **Figure 4b**, Red has removed his crosscut stones (marked with green dots), which were diagonally opposed to his placed stone in the crosscuts. There is only one square where Red can place a stone without forming a new crosscut, so he places one of his two removed stones there, concluding his turn.

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