CRISSCROSS

by Mark Steere

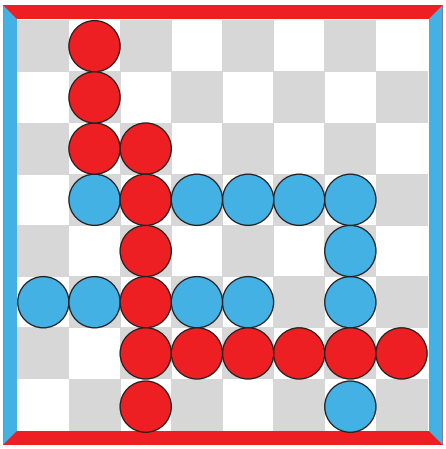

Figure 1

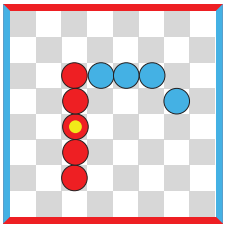

Figure 2

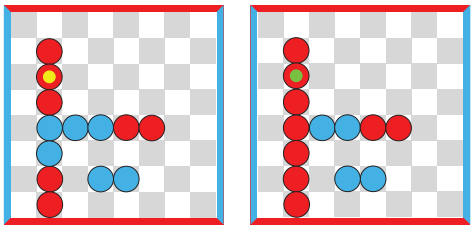

Figure 3

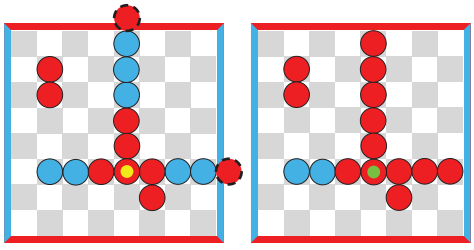

Figure 4

INTRODUCTION Crisscross 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 checkers onto unoccupied squares on the board, one checker per turn, starting with Red. Passing is not allowed. Mark Steere designed Crisscross in July 2023.

OBJECT Red must form a path of red checkers (interconnected via horizontal or vertical adjacencies, or both) connecting the two red sides of the board. Diagonal adjacencies are irrelevant in Crisscross. Blue must form a path of blue checkers connecting the two blue sides of the board. In **Figure 1**, Red has won.

SEGMENT A segment is a straight (horizontal or vertical), contiguous sequence of like colored checkers, of length one or more.

NEW SEGMENT When you place a checker, you form a new segment. Your newly placed checker will either form a segment of length one, or it will lengthen an existing segment (or two perpendicular segments), or it will combine two existing segments into a larger segment, or some combination thereof. In **Figure 2**, Red has formed a new segment by combining two existing segments. (The yellow dot marks the newly placed checker.)

FLANKING (DIFFERENT FROM REVERSI) A blue segment is flanked if it is sandwiched between two red **SEGMENTS** in a straight line. Conversely for a flanked red segment.

CAPTURE If your new segment, together with another of your segments, flanks an enemy segment, replace all checkers of the enemy segment with your own checkers, concluding your turn. In **Figure 3**, Red captures a blue segment.

PERIMETER Consider the board to be surrounded by an invisible perimeter of squares. You can never place a checker on this imaginary perimeter. But, on your turn, assume that the perimeter is entirely occupied by your checkers. In **Figure 4**, Red captures two blue segments using two perimeter segments.

DRAWS? It's unknown at the time of this writing if a deadlock can occur. If it is possible, it's extremely unlikely.

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