

CROSSFIELD

by Mark Steere

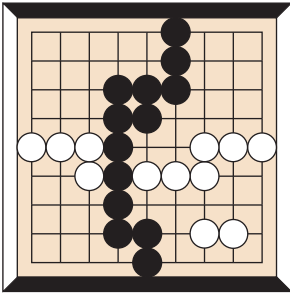


Figure 1
Black wins

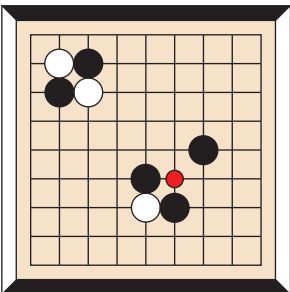


Figure 2
Prohibited glyphs

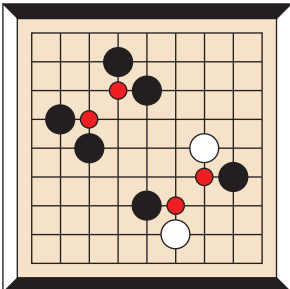


Figure 3
Prohibited glyphs

INTRODUCTION

Crossfield is a two-player game played on a square board of any size, initially empty. The top and bottom board edges are colored black. The left and right edges are colored white. Mark Steere designed Crossfield in May 2024.

OBJECT OF THE GAME

Black must form an orthogonally (horizontally and/or vertically) interconnected path of black stones connecting the two black edges of the board. White must connect the two white edges. In **Figure 1**, Black has won.

PLAY

The two players, Black and White, take turns placing their own stones onto unoccupied points, one stone per turn, starting with Black. Passing is not allowed, but if you don't have an available placement, your turn is skipped.

Players are not allowed to form any of the four glyphs in **Figure 2** and **Figure 3** (or their reflections, rotations, or opposite color glyphs). Red dots indicate unoccupied points.

DESIGN NOTES

All of the SPO OOSCG's invented so far involve either the hard corner or the naked diagonal. With Crossfield, the imperative was to do without those two glyphs and make do only with the crosscut (top left glyph in **Figure 2**) and three larger glyphs.

The name Crossfield is a cross between crosscut and Minefield (another MSG game).

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Crossfield. 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.

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