

CUBE LARIAT

by Mark Steere

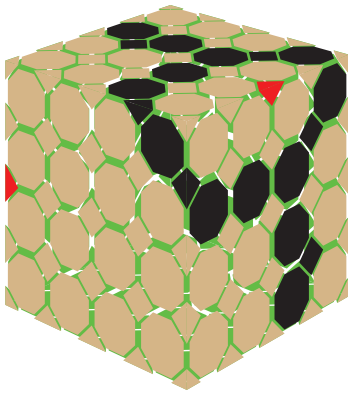


Figure 1a - Front

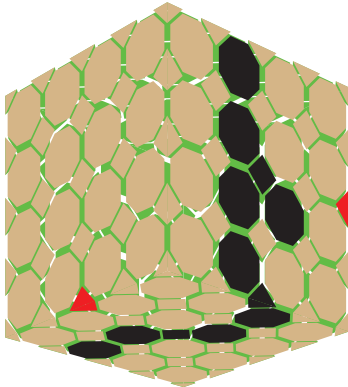


Figure 1b - Back

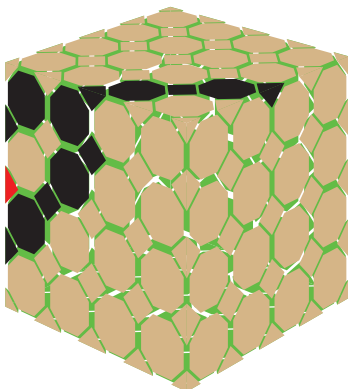


Figure 2a - Front

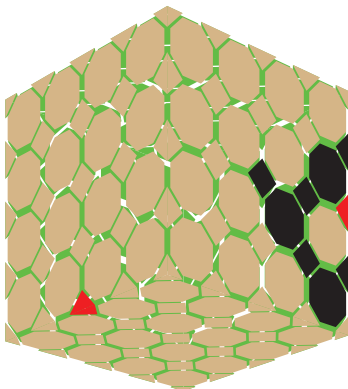


Figure 2b - Back

INTRODUCTION

Cube Lariat is a two-player game played on an octagonally tessellated, cubic surface. Non-octagonal edge and corner cells wrap around edges and corners. Mark Steere designed Cube Lariat in December 2024.

TARGET CELLS

Select three edges, no two of which share a face. Designate the center cell of each of the three edges as a target cell. Target cells are initially colored red.

GROUP

A group is a group of one or more adjacent, like-colored cells.

PLAY

The two players, Black and White, take turns claiming unclaimed cells (coloring in cells with their own color), one cell per turn, starting with Black. Target cells can be claimed.

OBJECT OF THE GAME

To win, you must form a group which, alone, isolates the three target cells from each other. When evaluating a group for the winning condition, assume that all cells not part of the group have not been claimed by either player. Upon forming a winning group, it shouldn't be possible to form a path between (and including) any two of the target cells.

In **Figures 1 and 2**, black, winning groups are shown. For clarity, white cells and other black cells are not shown.

DESIGN NOTES

Cube Lariat is isomorphic to my game, Super Lariat (2008), which is played on a three way, branching crystal shape, covered with a hexagonal tessellation.

Super Lariat: https://www.marksteeregames.com/Super_Lariat_rules.html

Cube Lariat was designed to be easier for programmers to implement. Cube Lariat is a fundamental connection game. A randomly filled board will always produce exactly one winner.

AUTHOR'S NOTE

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