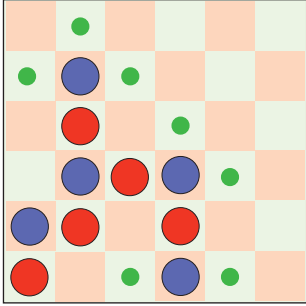


# GOPHER

by Mark Steere



**Fig. 1 - Red's turn.**

All of Red's available placements are indicated in green.

## INTRODUCTION

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

## PLACEMENTS

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.

Red begins the game by placing a checker anywhere on the board. Then, starting with Blue, players take turns placing a checker which forms exactly one enemy connection and no friendly connections. See Figure 1.

## OBJECT OF THE GAME

The last player to place a checker wins.

## AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Gopher. 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](http://marksteeregames.com).