

MINCUT

by Mark Steere

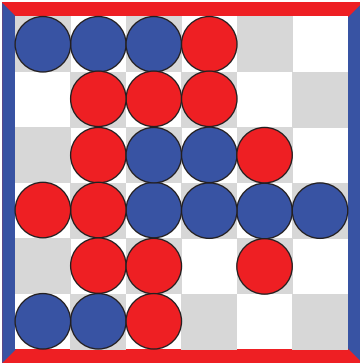


Figure 1

INTRODUCTION Mincut 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 onto unoccupied squares, one stone per turn, starting with Red. Passing is not allowed, but if you don't have an available placement, your turn is skipped. Mark Steere designed Mincut in August 2023.

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

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

PLAY If you can place without forming a crosscut, do so, concluding your turn.

If your only possible placements would form crosscuts, then, instead of placing a stone...

If you can move a stone to an unoccupied, diagonally adjacent square...

- a. without forming a crosscut, AND
- b. moving the stone closer to the center of the board, do so, concluding your turn.

If there's nothing you can do, your turn is skipped.

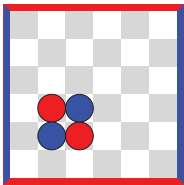


Figure 2

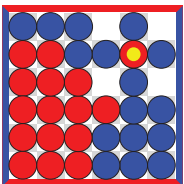


Figure 3a

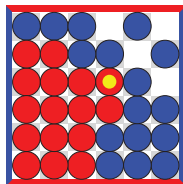


Figure 3b

In **Figure 3a**, Red has no placements available which don't form a crosscut. In **Figure 3b**, Red has moved the red stone marked with a yellow dot closer to the center of the board (not forming a crosscut), concluding his turn.

In **Figure 4**, Red doesn't have any placements available that don't form a crosscut. He also doesn't have any moves available which don't form crosscuts and which move the stone closer to center. So Red's turn is skipped.

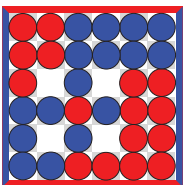


Figure 4

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