

NAKATTA

by Luis Bolaños Mures and Mark Steere

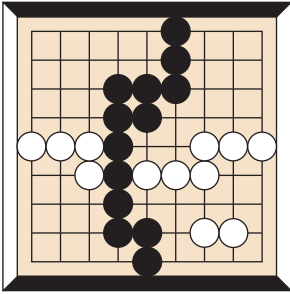


Figure 1
Black wins

INTRODUCTION

Nakatta is a connection game for two players: Black and White. It is played on the intersections (points) of an initially empty square grid (board). The top and bottom edges of the board are colored black; the left and right edges are colored white.

Luis Bolaños Mures and Mark Steere designed Nakatta in April 2024.

OBJECT OF THE GAME

You win if there is a chain of orthogonally (horizontally or vertically) interconnected stones of your color touching the two opposite board edges of your color. In Figure 1, Black has won.

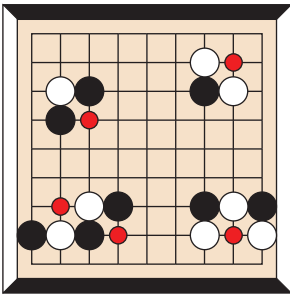


Figure 2
6 hard corners

HARD CORNERS AND NAKED ATTACHMENTS

“Hard corners” and “naked attachments” are illegal 2×2 patterns. A hard corner is made up of two diagonally adjacent stones of the same color, one stone of the opposite color, and one empty point. In Figure 2, there are six hard corners. Red dots indicate unoccupied points.

A naked attachment is made up of two orthogonally adjacent empty points, one black stone, and one white stone. In Figure 3, there are seven naked attachments. Red dots indicate unoccupied points.

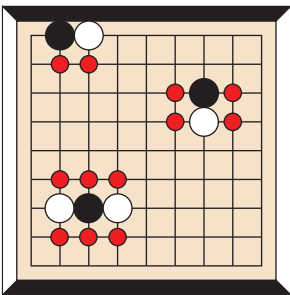


Figure 3
7 naked attachments

PLAY

Black plays first, then turns alternate. On your turn, place a stone of your color on an empty point. After your placement, there must be no hard corners and no naked attachments on the board. Passing is not allowed, but, if you have no legal moves available, your turn is skipped.

PIE RULE

To make the game fair, White will have the option, on their first turn only, to swap sides with Black instead of making a regular move.

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