

EDGE CUT

by Mark Steere

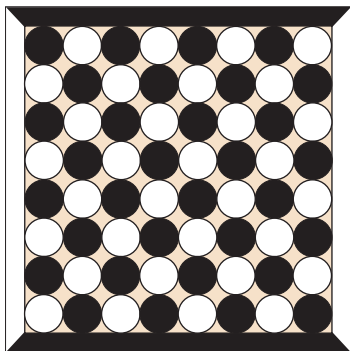


Figure 1
Checkerboard pattern setup

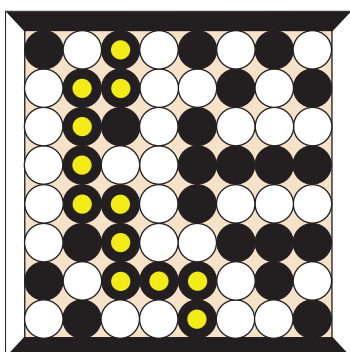


Figure 2
Black wins

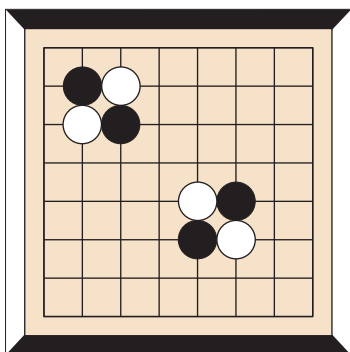


Figure 3
Crosscuts

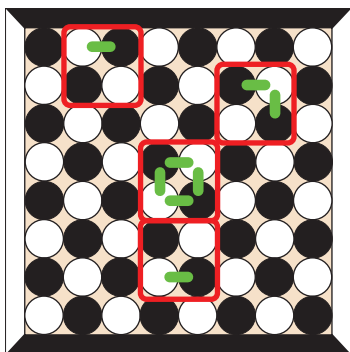


Figure 4
Swaps

INTRODUCTION

Edgecut is a connection game played on a square, even sided Kōnane board (papamū). That is, a square grid of pits that can hold one stone each. The top and bottom board edges are colored black. The left and right edges are colored white. The board is initially filled with a checkerboard pattern of black and white stones, as shown in **Figure 1**. Mark Steere designed Edgecut in July 2026.

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. [If the edges are not colored, Black must still connect the top and bottom edges, and White must connect the left and right edges.] In **Figure 2**, Black has won. A winning path is marked by yellow dots. You can win on your turn or on your opponent's turn.

CROSSCUT

A “**crosscut**” is a 2x2 area containing two diagonally adjacent black stones, and two diagonally adjacent white stones. See **Figure 3** for examples of crosscuts.

PLAY

The two players, Black and White, take turns swapping orthogonally adjacent pairs of stones, one swap per turn, starting with Black. On your turn, do the following:

1. Select a crosscut.
2. Select an orthogonal pair of stones within that crosscut **SUBJECT TO THE RESTRICTION BELOW**.
3. Swap the two stones of that pair.

RESTRICTION ON PAIR SELECTION

Within the selected crosscut, you must select the orthogonal pair that's closest to its closest board edge (in a direction perpendicular to the pair). In case there are more than one pairs within the crosscut that are tied for being equally closest to their closest edge, you may choose among them.

In **Figure 4**, the red squares show examples of selected crosscuts, and the green bars show pairs of stones within those crosscuts that can be swapped with each other.

DESIGN NOTES

I devised the Edgecut mechanism during a massage, from a young Mongolian lady, while drifting in and out of consciousness. Then got home and playtested it. Worked exactly like I expected. No surprises. But apparently I didn't playtest it thoroughly enough, because...

LUIS BOLAÑOS MURES found a flaw in the original version of the rules. He suggested a minor modification which fixed the problem. This is the new, modified version.

AUTHOR'S NOTE

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