

CLUSTERFUSS

by Mark Steere

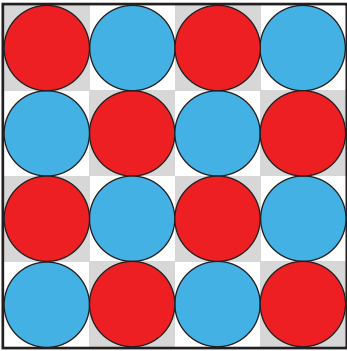


Figure 1

INTRODUCTION Clusterfuss is a two-player game played on a square board of any size, initially filled with checkers interspersed as shown in **Figure 1**. The two players, Red and Blue, take turns moving their own checkers, one checker per turn, starting with Red. Passing is not allowed, but if you don't have an available move, your turn is skipped. Mark Steere designed Clusterfuss in July 2023.

Clusterfuss is predated by a similar game, *Advanced Forms* (2011), by Steven W. Meyers.

OBJECT Remove all enemy checkers from the board.

MOVES Every move must be an orthogonal king capture. That is, you must move to capture a checker immediately above, below, to the right, or to the left. **You can capture a friendly checker or an enemy checker**, subject to restrictions described below.

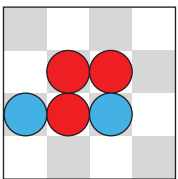


Figure 2

GROUPS All groups are comprised of checkers interconnected horizontally or vertically, or both. Diagonal adjacencies are irrelevant in Clusterfuss. Groups may contain checkers of either or both colors. At the conclusion of your turn, there should only be one group on the board.

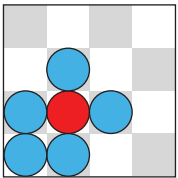


Figure 3a

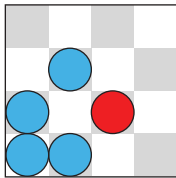


Figure 3b

MOVE RESTRICTIONS You can only make a move such that after your move there will only be one group containing your checkers, which group may also contain enemy checkers. In **Figure 2**, Red can capture the blue checker on the right, but he can't capture the blue checker on the left because then there would be two groups containing red checkers.

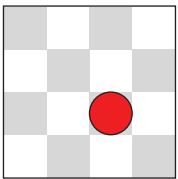


Figure 3c

ENEMY-ONLY GROUP REMOVAL If your move detaches groups comprised only of enemy checkers, immediately remove those groups from the board, concluding your turn. In **Figures 3a, 3b, and 3c**, Red captures the blue checker on the right, thereby detaching two enemy-only groups. Red then immediately removes the two detached enemy-only groups, concluding his turn, and winning the game.

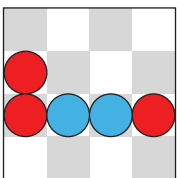


Figure 5

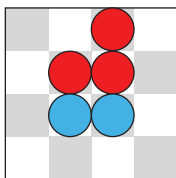


Figure 6

FRIENDLY CAPTURE EXAMPLES **Figures 5 and 6** are puzzles to test your understanding of the rules. In both examples, Red can capture a friendly checker and then have a path to winning. But if Red were to capture an enemy checker instead, Blue would have a path to winning.

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