

# CROSSCUT by Mark Steere

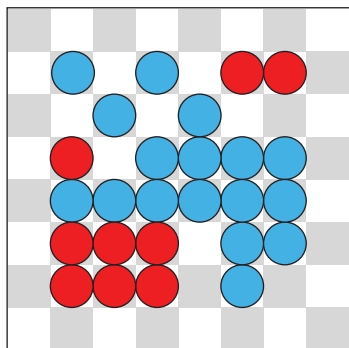


Figure 1

**INTRODUCTION** Crosscut is a two-player game played on a square board, size 10x10 or smaller\*, initially empty. Double sided discs, red on one side and blue on the other, are used. The two players, Red and Blue, take turns placing their own discs (discs showing their color) on the board, one disc per turn, starting with Red. If you have a placement available, you must make one. If you don't have a placement available, your turn is skipped. Mark Steere designed Crosscut in June 2023.

**OBJECT** Form a segment (horizontal or vertical contiguous sequence) of your discs of length two less than the size of the board. For example, on an 8x8 board, form a segment of length 6. In **Figure 1** Blue has won.

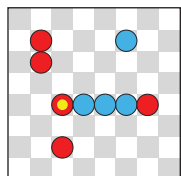


Figure 2a

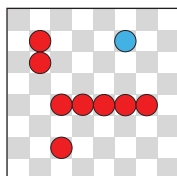


Figure 2b

**PLACEMENT** You can place a disc on any unoccupied square (subject to "perimeter" restrictions. See Perimeter section below.)

**FLANKED** "Flanked" will mean an enemy segment flanked between the newly placed friendly disc and another friendly disc.

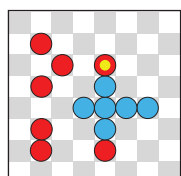


Figure 3a

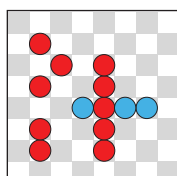


Figure 3b

**DISC FLIPPING** **Figure 2** shows an example of disc flipping. Red begins his turn by placing the disc marked with a yellow dot. Red immediately flips the flanked blue segment, concluding Red's turn.

**CUTTING** In **Figure 3**, when the flanked segment is flipped, a red segment of length 5 is created, and a blue segment of length 4 is cut.

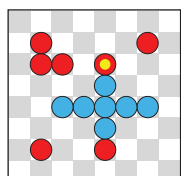


Figure 4a

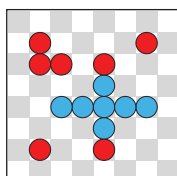


Figure 4b

**PROHIBITED FLIPPING** Flanking does not always result in flipping.

**Consider what would happen if all flanked segments were flipped. If the longest friendly segment created would be longer than the longest enemy segment cut, then all flanked segments must be flipped. Otherwise no segments are flipped.**

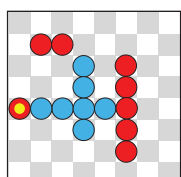


Figure 5a

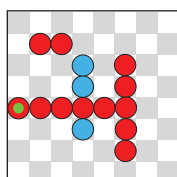


Figure 5b

In **Figure 4**, if the flanked segment were flipped, the longest red segment created would be length 5, but the longest blue segment cut would also be length 5. No segments are flipped in this example.

**PERIMETER** The perimeter is comprised of the edge and corner squares. You can temporarily place a disc in the perimeter only if it will cause an enemy segment to be flipped. (The perimeter disc is not considered to be part of a newly formed friendly segment in determining whether a placement would cause flipping.) Immediately after flipping, you must remove your perimeter disc. The perimeter is always unoccupied at the conclusion of a turn. In **Figure 5**, a red segment of length 5 is created and a blue segment of length 4 is cut. In **Figure 6**, the **X** marks an illegal move.

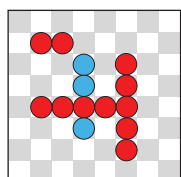


Figure 5c

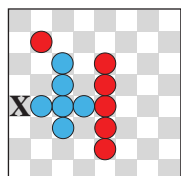


Figure 6

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

\*Board sizes larger than 10x10 may have deadlock issues.