

MANHATTAN

by Mark Steere

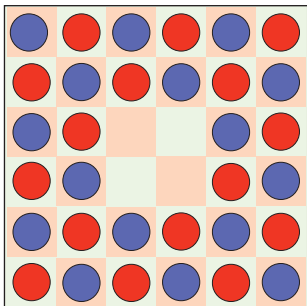


Figure 1 - Initial Setup.

INTRODUCTION

Manhattan is a two player game played on a 6x6 (or 8x8...) checkerboard initially filled with a checkered pattern of red and blue checkers, minus a 2x2 block of checkers in the center, as shown in Figure 1.

The two players, Red and Blue, take turns moving their own checkers, one checker per turn, starting with Red. If a player has a move available, he must make one. If he has no moves available, he must sit the game out and wait until he does have a move available. At least one of the two players will always have a move available. Draws cannot occur in Manhattan. Mark Steere designed Manhattan in February, 2021.

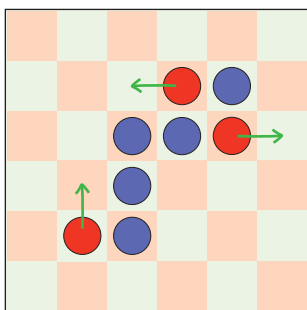


Figure 2 - Manhattan.

All of Red's available moves are indicated. Each move reduces a checker's Manhattan distance to its nearest neighbor by one.

SINGLETONS, GROUPS, AND MANHATTAN DISTANCE

A singleton is a single checker not orthogonally (horizontally or vertically) adjacent to any other like-colored checkers. A group is composed of two or more orthogonally interconnected like-colored checkers. Manhattan distance is the shortest distance between two checkers, along orthogonally interconnected unoccupied squares.

MOVE TYPES

There are two types of moves in Manhattan: the singleton move and removing a single checker from a group. On his turn a player must either move or remove one of his checkers, but not both.

SINGLETON MOVE

You can move one of your checkers to an orthogonally adjacent, unoccupied square that is closer (Manhattan distance) to its nearest like-colored checker. See Figure 2.

CHECKER REMOVAL

You can remove one of your checkers from a group, but not in a way that splits the group into two or more groups. See Figure 3.

OBJECT OF THE GAME

To win you must merge your checkers into a single group.

AUTHOR'S NOTE

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

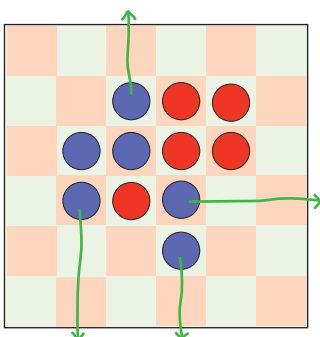


Figure 3 - Removal.

Blue can move any one of the four checkers indicated off the board. None of these moves will increase the number of blue groups.