

NAKATTA PRO

by Mark Steere

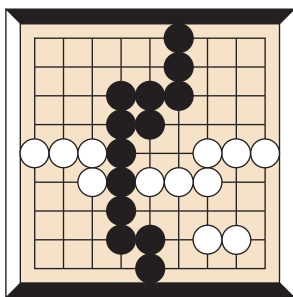


Figure 1
Black wins

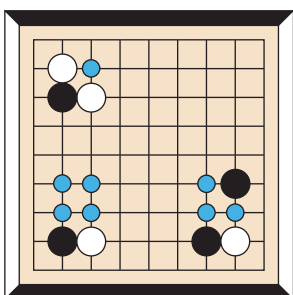


Figure 2
Prohibited glyphs

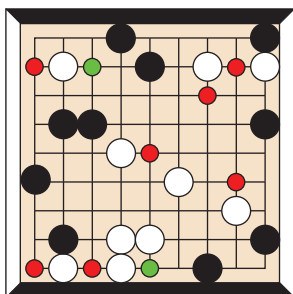


Figure 3
Black placements

INTRODUCTION

Nakatta Pro is a two-player game played on a square board of any size, initially empty. The top and bottom board edges are colored black. The left and right edges are colored white. Mark Steere designed Minefield in April 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. In **Figure 1**, Black has won.

PLAY

The two players, Black and White, take turns placing their own stones onto unoccupied points, one stone per turn, starting with Black. Passing is not allowed, but if you don't have an available placement, your turn is skipped.

Players are not allowed to form any of the glyphs (patterns) in **Figure 2** (or their reflections, rotations, or color reversals). The blue dots are unoccupied points.

EXAMPLE

In **Figure 3**, all of the **illegal placements** for Black are marked with **red dots**. They would each form at least one of the glyphs in **Figure 2**. All of the other unoccupied points are legal placements for Black, including the two points marked with green dots.

DESIGN NOTES

I was exploring a certain design avenue when a completely unrelated concept jumped out and ambushed me. At first I didn't take it seriously. But I soon realized this new game was not a sideshow. It was the main event. It was the long undiscovered Middle-earth between Nakatta and Minefield.

Luis Bolaños Mures made a significant contribution to Nakatta Pro, rephrasing the rules by using prohibited glyphs, instead of the awkward "You can't form A unless it's part of B" language I had originally used. Luis's interpretation of Nakatta Pro not only expressed the rules more cleanly. It also slightly simplified the game. Win-win.

AUTHOR'S NOTE

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