

EDGECUT

by Mark Steere

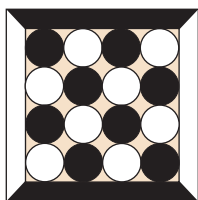


Figure 1
Initial setup

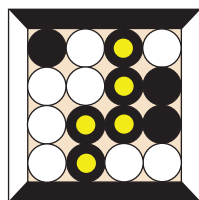


Figure 2
Black wins

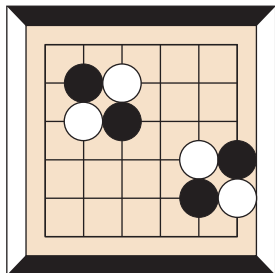


Figure 3
Crosscuts

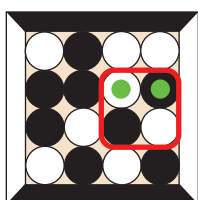


Figure 4a
Before

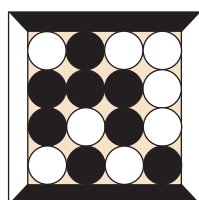


Figure 4b
After

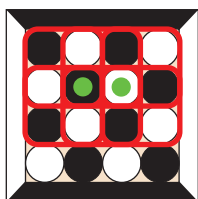


Figure 5a
Before

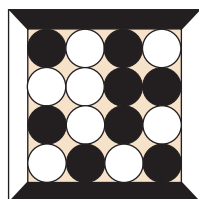


Figure 5b
After

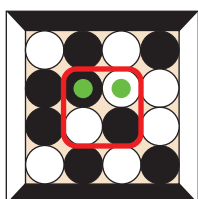


Figure 6a
Before

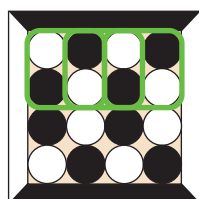


Figure 6b
After

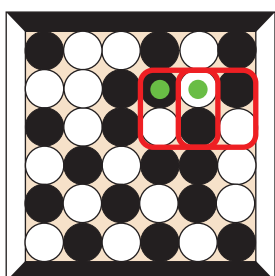


Figure 7a
Before

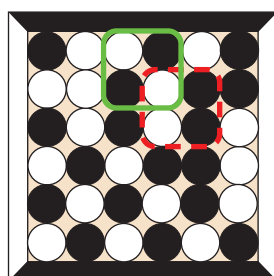


Figure 7b
After

INTRODUCTION Edgecut is a connection game played on a square, even sided board. 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. In **Figure 2**, Black has won. His 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.

HOW EDGE CUT WORKS Crosscuts propagate outward, away from the center of the board. Eventually, they arrive at a board edge, where they disintegrate. When enough crosscuts have been eliminated, a winning path will form.

KILLING CROSSCUTS On your turn, swap an orthogonally adjacent pair of stones within a crosscut. This **KILLS** the crosscut. For example, in **Figure 4**, the two stones marked with green dots are swapped, killing the crosscut in the 2x2 red square. Players only make one swap per turn, starting with Black.

It's possible to kill multiple crosscuts with one swap. In **Figure 5**, the two stones marked with green dots are swapped, killing the six crosscuts in the overlapping, 2x2 red squares.

CREATING NEW CROSSCUTS Sometimes, when you kill crosscuts, you simultaneously create new crosscuts. In **Figure 6**, the two stones marked with green dots are swapped, killing the crosscut in the 2x2 red square, and creating three new crosscuts in the overlapping, 2x2 green squares.

CROSSCUTS PROPAGATE OUTWARD During your turn, **ALL NEWLY CREATED CROSSCUTS MUST BE FARTHER FROM THE CENTER THAN THE KILLED CROSSCUT THAT WAS CLOSEST TO THE CENTER**. In **Figure 7**, two crosscuts are killed (red squares), and one new crosscut is created. The new crosscut (green square) is farther from the center than the killed crosscut that was closest to the center (dashed red square). [The distance from center is measured by the crow-fly, straight-line distance. Not the Manhattan distance. So not necessarily an integer distance.]

DESIGN NOTES Edgecut was a hard game to design and is a hard game to play. I should have called it Hardcut.

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.