

QuadroCount

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1 Ruleset

QuadroCount is a partisan game played between two players. They practice alternate play and aim to minimise the central game score in every move.

Game Board: The Game Board is a grid of any size. The minimum size of the board must be 4 to accommodate all the pieces in the game.

The pieces: Both players \mathcal{L} and \mathcal{R} have two pieces they can move. For convention, assume \mathcal{L} moves the white pieces and \mathcal{R} moves the black pieces. Initially, the pieces can be placed anywhere, but are placed near the edges in the following manner in standard play:

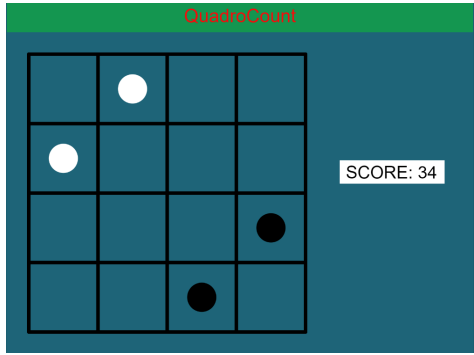


Figure 1: Initial game layout

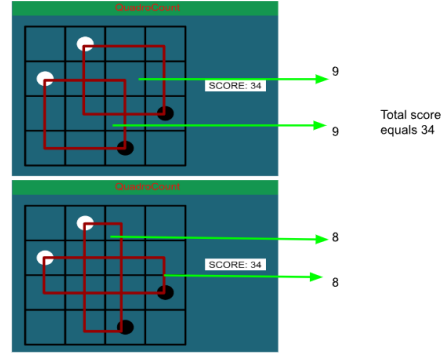


Figure 2: Score calculation

The score: The score is defined as the sum of the areas of the four rectangles formed by considering one white piece and one black piece as the diagonal edges.

Moves: A player, at his or her turn, must make a move that decreases the characteristic score of the game by at least one. If they are unable to do so, the player who made the last turn wins.