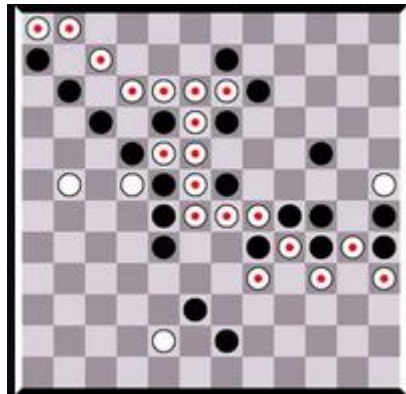


Quaxtep



Quaxtep is a drawless connection game for two players: Black and White. It is played on the spaces (squares) of an initially empty square board. The top and bottom edges of the board are colored black; the left and right edges are colored white. The board squares alternate between a light and a dark color in a checkered fashion. On odd-sized boards, the center square must be light-colored.

Play

Black starts the game by performing one action. From then on, the players alternate performing two actions per turn. The available actions are:

- Placing a friendly stone on an empty light square.
- Moving a friendly stone from a light square to an adjacent empty dark square.

You can only pass your turn, or the second action of a turn, if you have no legal actions available. There will always be a legal action available to at least one of the players.

The game is won by the player who completes a chain of stones of their color touching the two opposite board edges of their color. A chain is a set of mutually connected stones. Two like-colored stones are connected if they occupy orthogonally adjacent squares or diagonally adjacent dark squares.

—description from the designer, Luis Bolaños Mures, 2012