

BOUNCE

by Mark Steere

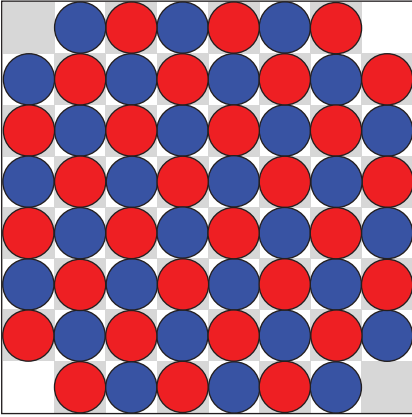


Figure 1

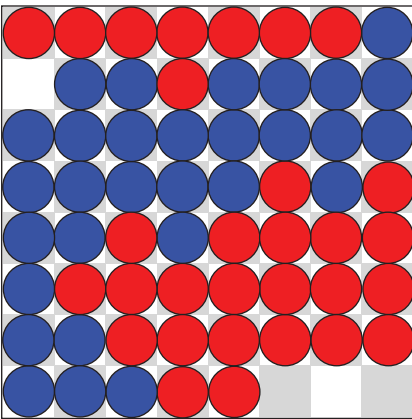


Figure 2

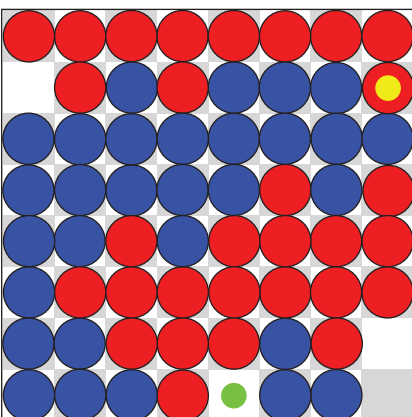


Figure 3

INTRODUCTION Bounce is a two-player game played on a square board of any even size. The board is initially filled with a checkerboard pattern of red and blue checkers, except the corner squares, which are unoccupied, as shown in **Figure 1**. Mark Steere designed Bounce in August 2023.

GROUP A group here is a monocolored, orthogonally interconnected group of checkers.

OBJECT If, at the conclusion of your turn, all of your checkers are in one group, you win. In **Figure 2**, Blue has won.

PLAY Starting with Red, players take turns moving one of their checkers to an unoccupied square (if they have a legal move available. See CHECKER REMOVAL below.)

The checker you move must be part of a larger group after your move than it was before your move.

In **Figure 3**, Red will move his checker marked with a yellow dot to the square marked with a green dot. Before the move, his checker is in a group of size 11. After the move, his checker will be in a group of size 20.

CHECKER REMOVAL If you don't have any legal moves available on your turn, you must instead remove any one of your checkers from the board, concluding your turn.

AUTHOR'S NOTE Feel free to publish this rule sheet and to program the game of Bounce. 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.

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