

Squer

Squer is a drawless *connection* game for two players: Black and White. It's played on the intersections (*points*) of an initially empty square board. The suggested board sizes are between 5x5 and 8x8. The top and bottom edges of the board are colored black; the left and right edges are colored white.

Definitions

- To *flip* a stone means to replace it with a stone of the opposite color.
- The *flipping direction* is horizontal for Black and vertical for White.

Play

Black plays first, then turns alternate. On your turn, you must perform exactly one of the following actions:

- *Maneuver*: Place one stone of your color on an empty point and flip all straight lines of contiguous enemy stones that are both parallel to your *flipping direction* and adjacent to your placement in the same direction.
- *Sweep*: Flip a straight line of contiguous enemy stones along your flipping direction, provided that said line touches the two opposite board edges of your opponent's color and that you haven't *swept* that same line on any previous turn of the game. As a reference, a swept line can be marked by placing a stone next to it outside the board.

Objective

You *win* if, at the start of your turn, there's a chain of orthogonally contiguous stones of your color touching the two opposite board edges of your color. You also win if, at the end of your turn, there's such a chain on the board and your opponent has no moves available.

[BGG description, Luis Bolaños Mures 2016]