

Connecticut

Connecticut 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 size is 19x19. The top and bottom edges of the board are colored black; the left and right edges are colored white.

Play

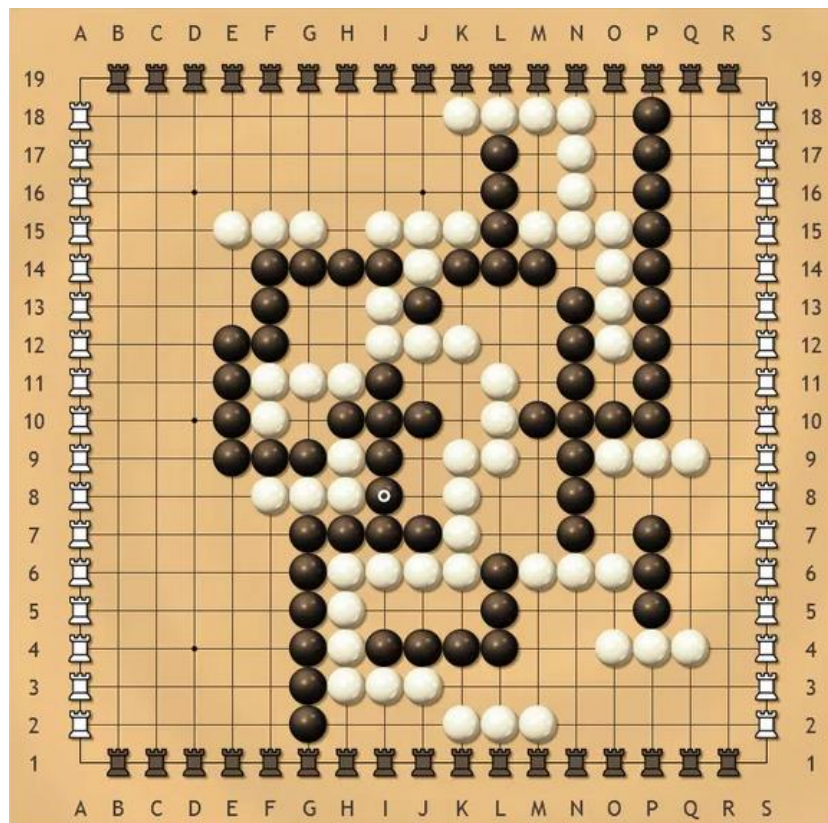
Black plays first, by putting a single stone down on the board, then turns alternate.

On subsequent turns, either player may either place a single stone down on the board or a 1x3 triomino.

The game is won by the player who completes a chain of orthogonally or diagonally adjacent stones of their color touching the two opposite board edges of their color. Draws are not possible.

Pie rule

The *pie rule* is used in order to make the game fair. This means that White will have the option, on his first turn only, to change sides instead of making a regular move.



Game won by Black

[BGG description, Corey Clark, 2016]