

Quabble

Quabble 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.

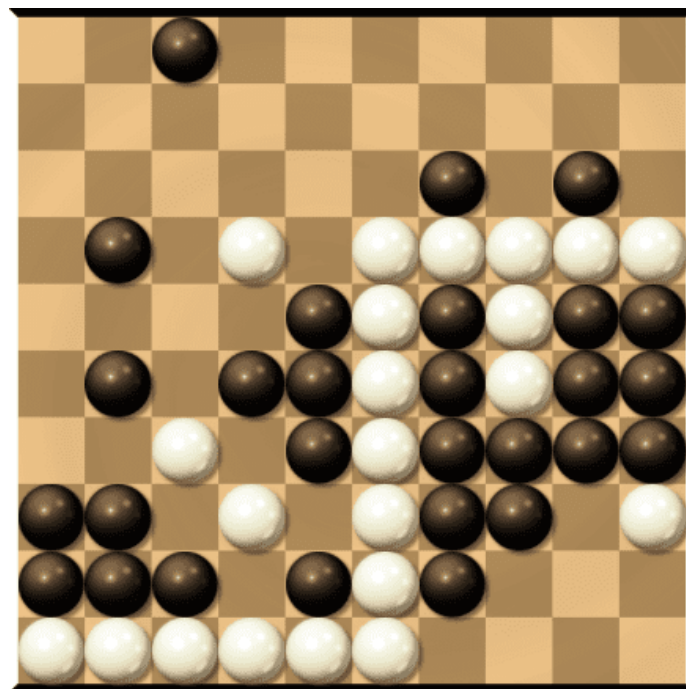
Play

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

- Place a stone of your color on an empty light square and on each adjoining dark square that you now control. You *control* a dark square if your stones occupy more than half of its adjacent light squares.
- Place a stone of your color on an empty dark square that you contest. You *contest* a dark square if your stones occupy exactly half of its adjacent light squares.

You win by completing a chain of interconnected stones of your color touching the two opposite board edges of your color. Two stones are *connected* if they occupy orthogonally adjacent squares or diagonally adjacent dark squares.

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



White won

Variants

Qualos: On your turn, place a stone of your color on an empty light square, or place a stone of your color on an empty dark square that you contest or control, or flip an enemy stone on a dark square that you control. To *flip* a stone is to replace it with a stone of the opposite color. Controlling and contesting are based on orthogonal *lines of sight* rather than on mere adjacencies, and stones on dark squares also count towards them.

Fast Quabble: On your turn, place a stone of your color on an empty light square and on each adjoining dark square that you now control. You *control* a dark square if your stones occupy at least half of its adjacent light squares.

Conquare: Play on an uncheckered square board. Vertices take the place of light squares, and spaces take the place of dark squares. Two stones are *connected* if they occupy orthogonally adjacent spaces or a space and an adjacent vertex.

Fast Conquare: Conquare with the control rule from Fast Quabble.

[BGG description, Luis Bolaños Mures, 2022]