

Eat Your Neighbor

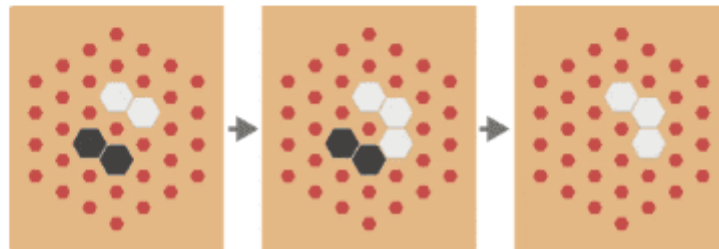
2024, Nick Bentley, [official rules](#)

Gameplay

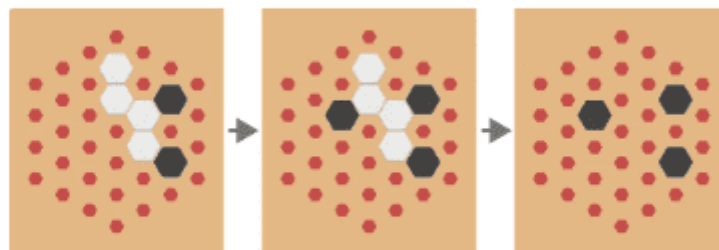
1. Players take turns placing a piece of their color on any empty space, without creating a creature larger than size-4.

- a. **Grow, then Eat:** After you place a piece, the resulting creature eats (removes) all adjacent opponent creatures exactly one size smaller than it. A creature *only* eats immediately after it grows.

Example:



- b. **Swarm:** If you place a size-1 creature next to an opponent's size-4 creature and at least two of your other size-1 creatures are already next to it, eat the size-4 creature. Example:



- c. Keep eaten pieces in front of you.
2. The game ends when a player can't place legally or has eaten 12 pieces. The player with the most eaten pieces wins; ties go to the last player to make a legal move.