Mineway

2025, João Pedro Neto, https://boardgamegeek.com/boardgame/453105

Mineway is a finite game built around sequences of line-of-sight connections (reminiscent of Sid Sackson's Network) but replacing the usual connection of opposite edges with a radial connection between the center and the board perimeter. However, this is not a connection game, since both players already begin with several complete connections. The objective is instead to be the first to *cut* all adversary connections. So Mineway introduces, as far as I can tell, a new (sub-) genre within the abstract game ecosystem: the first *disconnection game*.

The game is played by Silver and Gold, with the following setup:
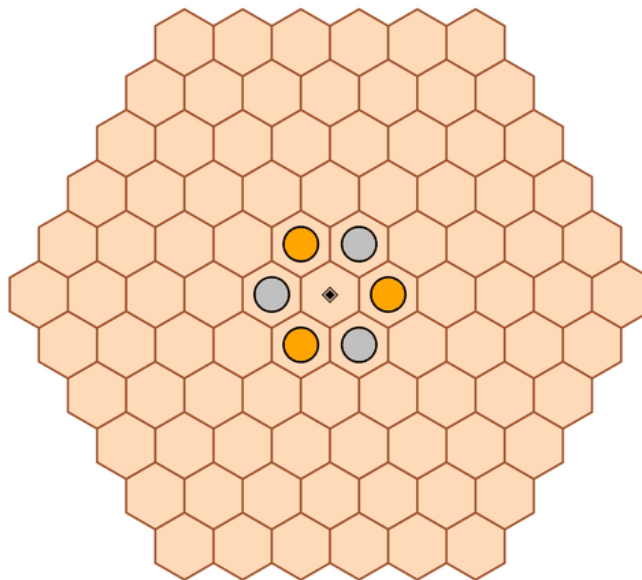
Definitions

• The center cell is the **mine** (labelled ◈). An empty perimeter cell is a **border crossing**. Each stone is a **station**.
• A player can **directly travel** from friendly station A to friendly station B if and only if A and B lie in a straight line with at least one empty cell between them and nothing else, i.e. no other stones.
• A player can **directly travel** from the mine to a friendly station, or from a friendly station to a border crossing, if they are adjacent OR if they lie in a straight line with one or more empty cells between them and nothing else.
• A player can **travel** from the mine to a border crossing provided he can travel from one cell to the other via a series of direct travels, that is, by conjoining direct travels.
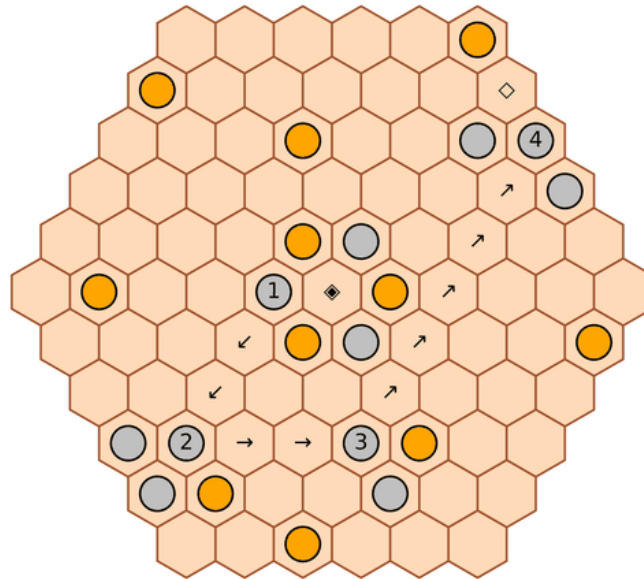
*the diagram shows the only remaining silver travel from the mine
to the border crossing (labelled ◇) using stations 1, 2, 3, 4.
Note that one cannot directly travel from a station to an adjacent station.*

Rules

- On his turn, the player must drop a new station on an empty cell, provided it is possible to travel to it from an already existing friendly station.
- A player, after his move, wins the game if the opponent cannot:
    - travel from the mine to a border crossing; or
    - legally place a new station

Many thanks to Craig Duncan for suggesting the mining theme and for his help in refining the ruleset.