

Bent

2021, Andrew Lannan, <https://boardgamegeek.com/thread/2695835>

A square grid and stones in white and black. The game is played on the intersections.

Definitions

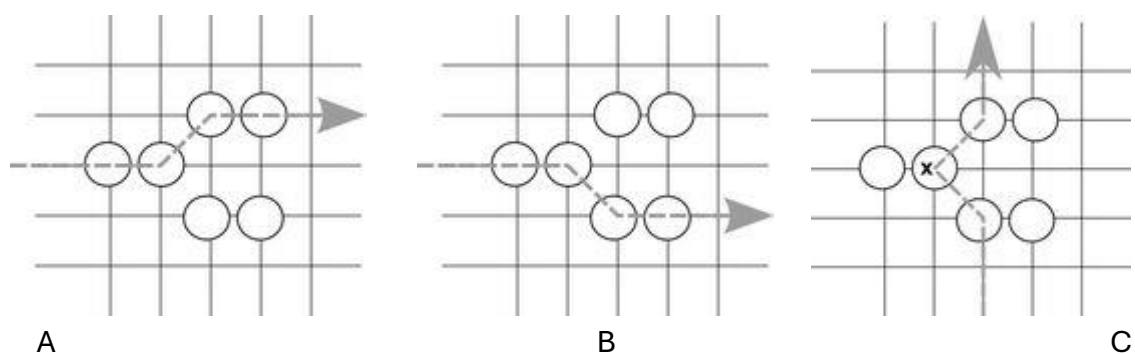
- *Line* – two or more stones of the same color connected orthogonally in a single direction.
- *Surround* – a single stone is surrounded if all of the orthogonally adjacent intersections next to the stone are occupied by the opponents pieces.
- *Path* – a series of connected *lines*.

Goal. Create a *path* on a square grid which connects opposing edges of the board – Black north and south, White east and west - **or** *surround* a stone to win.

Rules

First player places a single black stone on any grid intersection, after which the second player decides which color they will play. Players then alternate placing a single stone of their color each turn. The stone may be placed on any empty intersection.

Lines connect orthogonally, and a single stone may be part of two perpendicular *lines*. In addition, for the purpose of tracing a winning *path*, each *line* may make a single diagonal connection on each of its ends. For example, in the situation below a player could use either path A or B but not path C since the stone marked X would need to make two diagonal connections. A single stone does not connect diagonally.



The surround win condition is evaluated at the end of a players turn. If both players have surrounded stones the active player wins.