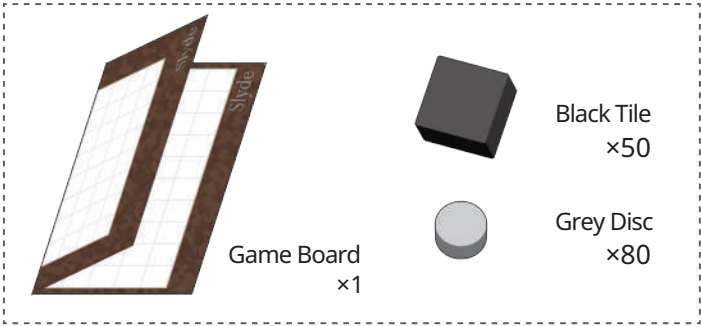# Slyde ◀◇

Mike Zapawa

Kanare_Abstract

2

20 - 40

10 +

In **Slyde**, the two players take turns sliding tiles on the board, with one player attempting to create a large cluster of black tiles and the other – a large cluster of white empty spaces.

COMPONENTS
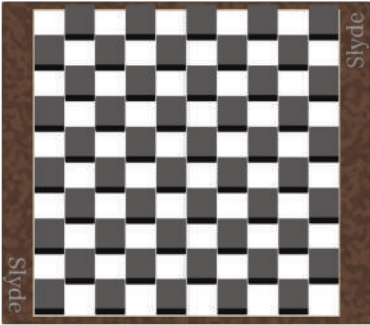

Game Board ×1

Black Tile ×50

Grey Disc ×80

SETUP

Decide the size of the board and arrange the black tiles in a checkerboard pattern. Assign each player with a color, Black or White.
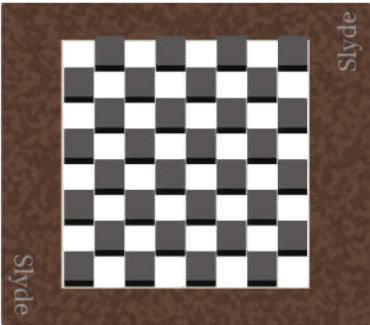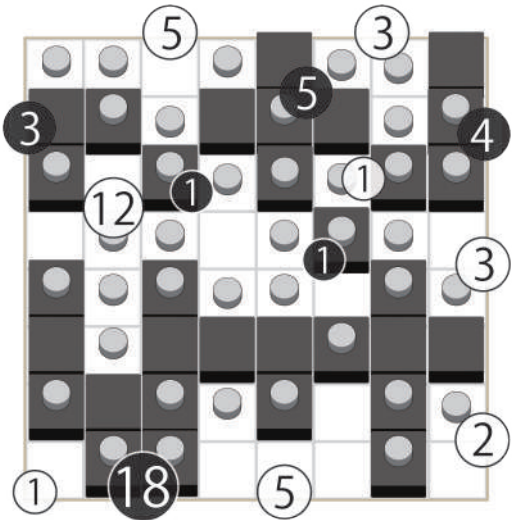

8 × 8

10×10

GROUPS

In this game, "group" refers to a cluster of the same color elements that are connected to each other vertically and horizontally.

A black group is a cluster of tiles, and a white group is a cluster of blank cells. The size of a group is the number of tiles/cells in that group.

This diagram shows black and white groups and their sizes.

Note that an isolated tile/cell is also considered a group of size 1.

GAMEPLAY

The White player moves first, then turns alternate. Passing is not allowed. The player on the move must perform the following sequence of actions:
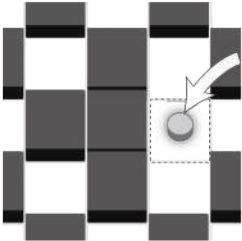
1. Slide a single tile horizontally or vertically to an adjacent empty space. Neither the tile nor the target space can have discs on them.

2. Then, in case of the White player, place a disc on the empty cell that just appeared. In case of the Black player, place a disc on the tile that was just moved.
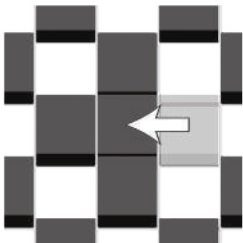
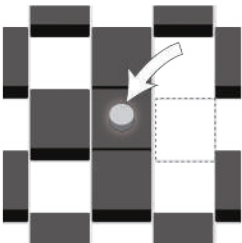＜white player's turn＞

1.

2.
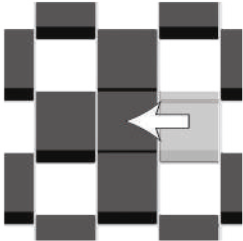
＜black player's turn＞

1.

2.

GAME END

The game ends when no more tiles can be moved. The winner is the owner of the largest group (In the diagram on the previous page, the black player wins with a group of size 18).

In case of a tie, the next largest group is compared. If there are multiple groups of the same color and size, they are taken as separate groups for comparison. If all groups are the same size between players, it is a draw, so play again by changing colors!