

NAKEDFIELD

by Mark Steere

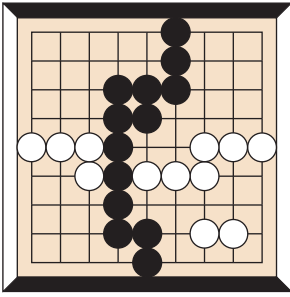


Figure 1
Black wins

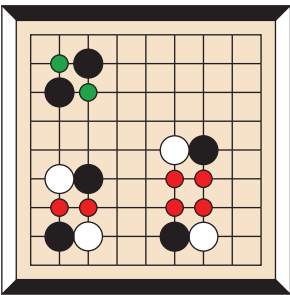


Figure 2
Prohibited glyphs

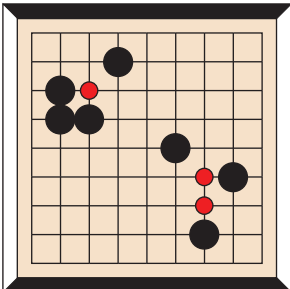


Figure 3
Prohibited glyphs

INTRODUCTION

Nakedfield is a two-player game played on a square board of any size, initially empty. The top and bottom board edges are colored black. The left and right edges are colored white. Mark Steere designed Nakedfield in May 2024.

OBJECT OF THE GAME

Black must form an orthogonally (horizontally and/or vertically) interconnected path of black stones connecting the two black edges of the board. White must connect the two white edges. In **Figure 1**, Black has won.

PLAY

The two players, Black and White, take turns placing their own stones onto unoccupied points, one stone per turn, starting with Black. Passing is not allowed, but if you don't have an available placement, your turn is skipped.

Players are not allowed to form any of the four glyphs in **Figure 2** and **Figure 3** (or their reflections, rotations, or opposite color glyphs). Red dots indicate unoccupied points. Green dots indicate points not occupied by Black.

DESIGN NOTES

Nakedfield is a variation of Minefield (another MSG game) in which the hard corner is replaced by the naked diagonal (upper left glyph in **Figure 2**) and the two glyphs in **Figure 3** are added.

AUTHOR'S NOTE

Feel free to publish this rule sheet and to program the game of Nakedfield. No licensing fee or royalties are expected. However, please don't change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.

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