

Neural Connection

For 2 players / 10-30min

Neural connection refers to the way neurons (nerve cells) in the brain communicate with each other through electrical and chemical signals. These connections allow information to be transmitted within the brain, enabling functions such as cognition, movement, emotion, and memory.

Components

17 white pieces, 17 blue pieces, 1 game board, 1 Rules

Preparation

Place white pieces on the board where there are white dots, and blue pieces on the board where there are blue dots (10 of each). The remaining 7 pieces are kept in front of each player.

The Object of this game:

The white player aims to connect the opposing sides with their pieces vertically, and the blue player aims to connect the opposing sides horizontally. The moment you connect, excitatory neurotransmitters flow in your brain and you win.

How of play

The player whose neuron was most recently connected go first. If you are unsure, just decide. The player who goes first use the white pieces, and the player who goes second use the blue pieces.

Deployment Phase: For the first 7 moves, players take turns placing your pieces in any empty space on the board.

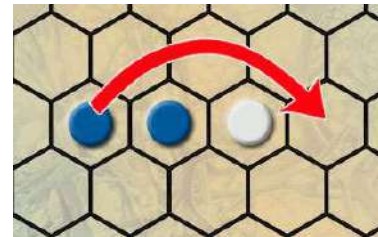
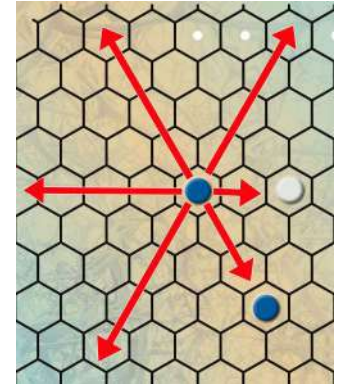
Movement Phase: Once all of your pieces have been placed, you move your pieces. Moves can be done by sliding or jumping.

Slide Move

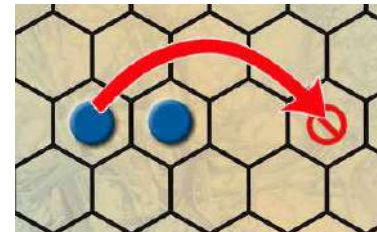
Move in a straight line any number of spaces (same move as a queen in chess).
You cannot jump over other pieces.

Jump Move

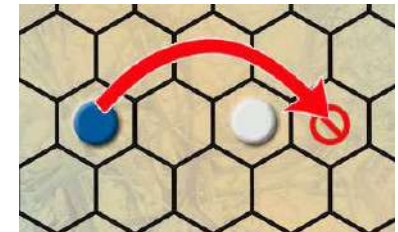
Jump over adjacent pieces and land on the next empty space in a straight line.
You can jump over any number of pieces (your own or your opponent's).



The following is an example of what cannot be done:



It is not landing in the open space immediately following its jump destination.



There is an empty space in between.

Note

Even if you make the shortest connection, you need at least 11 pieces. You have only 7 pieces that you can put free, so you must move your pieces to make connections. And your total number of pieces is 17, so if you take too many detours, you cannot connect. Please keep your mind to use all your pieces effectively.

Rules Inquiry

<https://boardgame.web-saito.net/neuron/>

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