

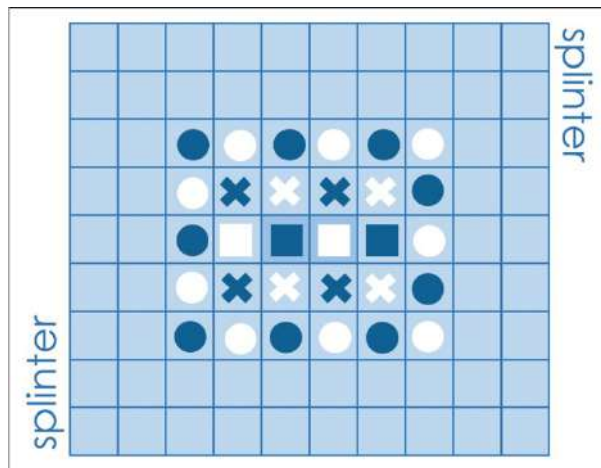
# Splinter

Splinter is an abstract strategy game designed by Ed Nadel for two players, ages 8 and up. Average playing time is 10 to 15 minutes.

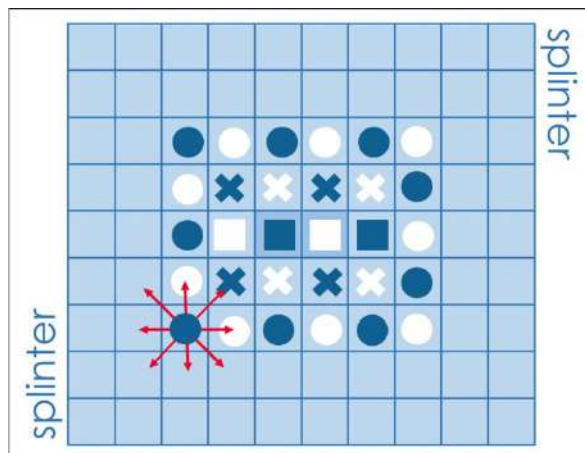
The object of the game is to eliminate your opponent's pieces while protecting your own pieces from enemy attack. The last player with at least one square, one cross and one circle on the board wins the game.

## Playing the Game

Each player starts the game with 15 pieces, grouped into 3 different types – 2 squares, 4 crosses and 9 circles. Play begins with the pieces arranged in a checkerboard pattern at the center of the board, as illustrated below.



Assign a color to each player and decide who goes first. Then continue playing, alternating turns with your opponent. On your turn, you may slide any of your pieces one square in any direction (orthogonally or diagonally), pushing along any pieces that lie in the way.



You may not move any piece to a square that it vacated on your opponent's last turn.

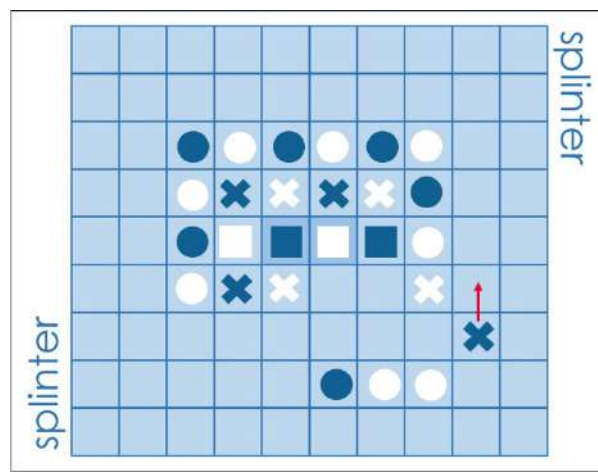
Note: All pieces move in exactly the same way regardless of type, but each type of piece has a unique scarcity value, which will vary throughout the game as pieces are removed from the board.

### Removing Pieces from the Board

If a piece is pushed off the edge, it is removed from the board.

In addition, if the pieces are splintered into two or more disconnected groups (so that no piece of either group shares a side or a corner with any piece of the other group), the largest group remains on the board and all other groups are removed.

In the below position, when the blue cross moves up, the three circles at the bottom are splintered from the main group and removed from the board.



If a splinter results in two groups of equal size, the player who caused the splinter decides which group is removed.

### Winning the Game

If a player runs out of any type of piece, the game ends and the other player wins. If both players run out of any type of piece at the same time, the game ends and the player with the most pieces on the board wins. If both players have the same number of pieces on the board, the game ends in a tie.