Slither by Corey Clark

Slither is a unique square board pure connection game in which players move and place stones. Slither is exceptionally robust and an ideal connection game to play on a Go board. A game of Slither cannot end in a draw.

Setup: Slither can be played on any square board. 8x8 is recommended as a minimum size.

Objective: The Objective of Slither is to connect your designated sides of the board with a chain of orthogonally connected stones. Black attempts to connect the top and bottom edges while white attempts to connect the left and right-hand edges. Note, corners are considered to belong to both adjacent sides.

Game Play: Play starts with black. On your turn it is mandatory to place a stone. A stone may be placed on any unoccupied cell such that it does not create any diagonal adjacencies to like colored stones unless a common stone also connects them orthogonally.
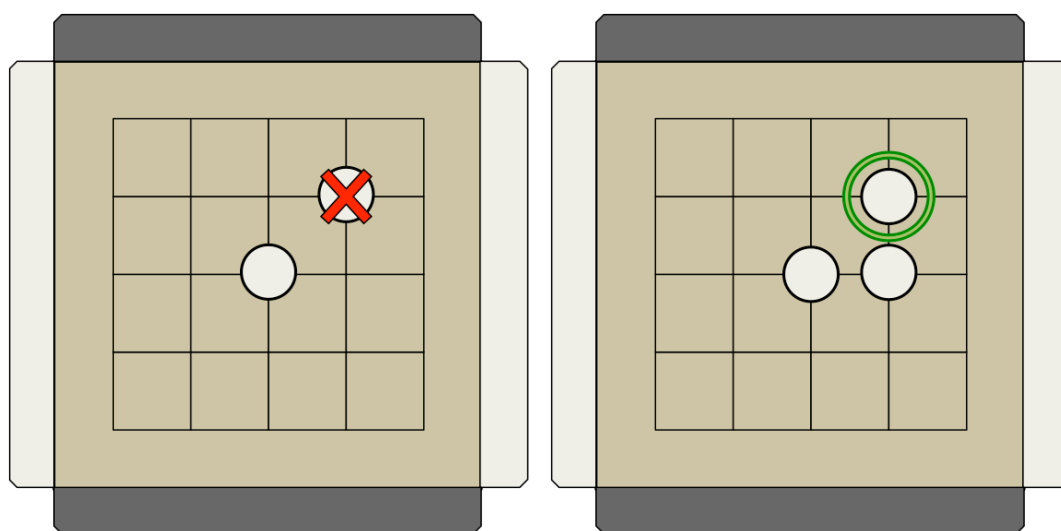

Fig 1. On the right is an example of an illegal placement. The stones are diagonally adjacent but not connected orthogonally. On the Left is an example of a legal placement.

You also have the option to move one of your stones already on the board. A stone may move to an orthogonally or diagonally adjacent space. After the movement phase your stones are allowed to be diagonally adjacent and not connected orthogonally, as long as the newly placed stone connects them orthogonally.
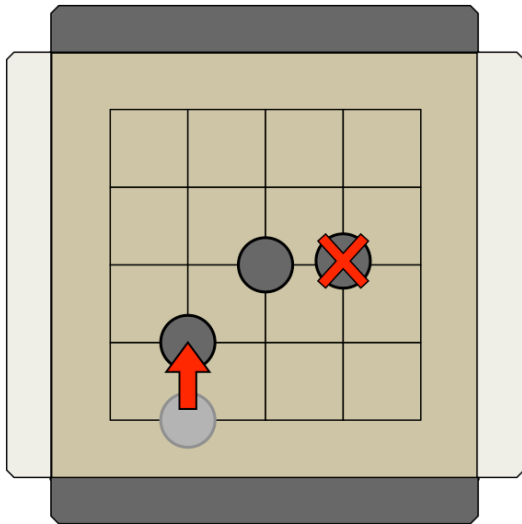
Fig 3. Black moves his stone upward creating a diagonal adjacency. His placement doesn't connect the stones orthogonally so this move is illegal
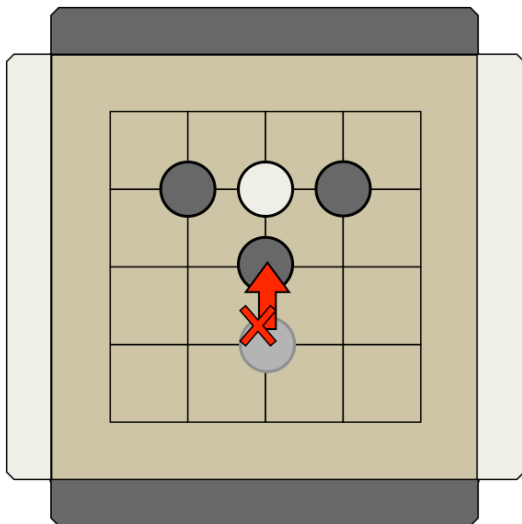

Fig 4. This move is illegal because black cannot use his placement to connect both the diagonally adjacent black stones orthogonally.
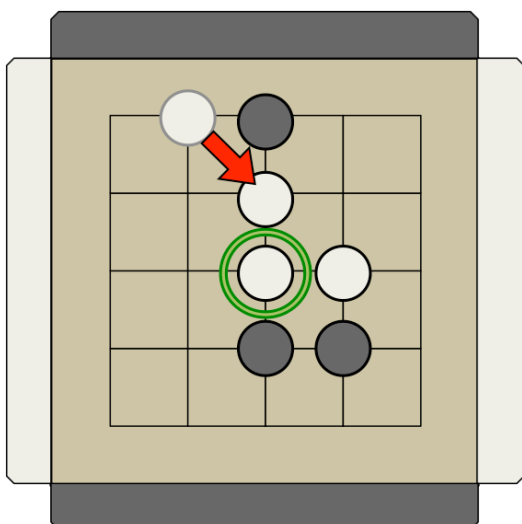

Fig 5. Here is an example of a legal move. White moves his stone diagonally, which creates a diagonal adjacency to another white stone. The placement connects the stones.
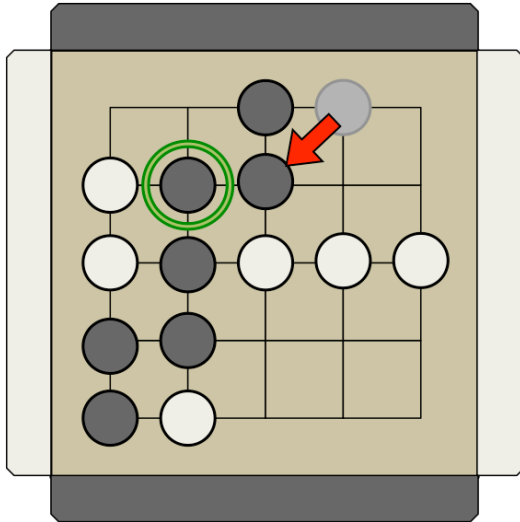
Fig 6. Black has won the game.

Swap Rule: The Swap Rule will probably be necessary between moderately experienced players. This means that after the first turn the other player may choose to play as his opponent's color instead of making a move.