SQU

A strategy game for 2 players by
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INTRODUCTION

In **SQU**, players alternate turns placing stones on the board with the aim of creating the largest 'squ', an arrangement of 4 stones in the corners of a square.

SQU adds up to the family of other 'square-creation games' such as Dakapo (*Stephan Miksch*) or Quartetto (*Artyom Tchebotaryov*). It also uses the 1-2-2-2… piece-entering mechanism of Connect6 (*Professor I-Chen Wu*) to balance the game.

EQUIPMENT

10x10 orthogonal board (checkered for clarity) with an inner 8x8 board for shorter games, 50 red discs, 50 black discs, 4 red pyramids, 4 black pyramids, carrying case.

HOW TO PLAY

Definition: a **Squ** is an arrangement of 4 discs of the same colour on the corners of a square with the sides parallel to the sides of the board (this is, the square must not be rotated).
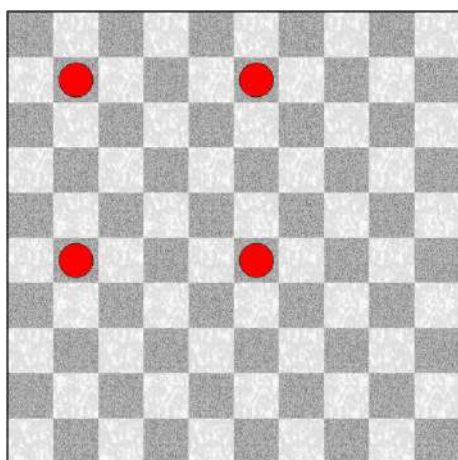

Example of a squ of size 5 (it has 5 cells per side).

Each player has an allocated colour (Red or Black).

The board starts empty. Decide the size of the board (8x8 or 10x10).

Red places **one** disc onto an empty cell of the board. Then, starting with Black, players alternate turns placing **2** discs of their colour onto empty spaces **until** either one of the players resigns or all cells are occupied.
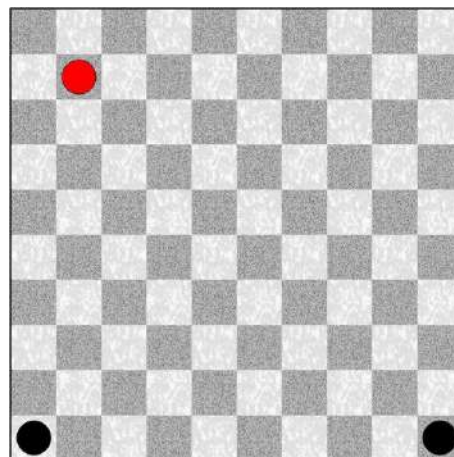

Example: Red opens and Black replies.

If, at the end of a player's turn (after placing both stones) a *squ* bigger than any previous *squ* of any colour has been created, the player places one pyramid of her colour on each of the 4 corners of that *squ (covering each of the 4 discs)*. This is, the pyramids are used to keep track of the largest *squ* of each colour. Notice that the discs covered by pyramids still count for future *squs*.
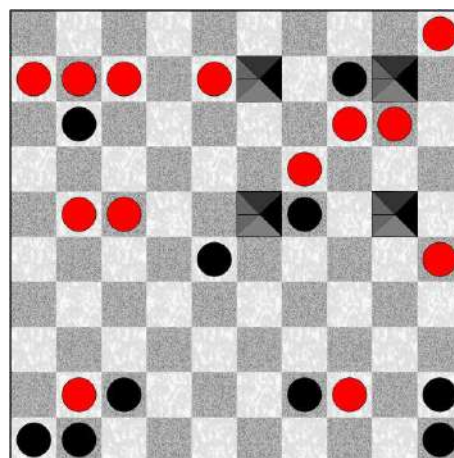
Example: Black creates a size-4 *squ*.

HOW TO WIN

When the game ends, the player with the largest *squ* wins the game.
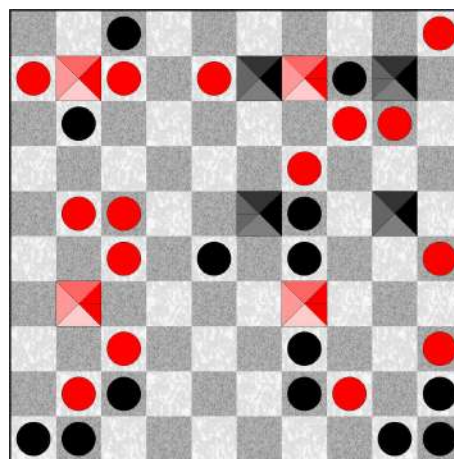
Example: Red creates a bigger *squ* and Black resigns.