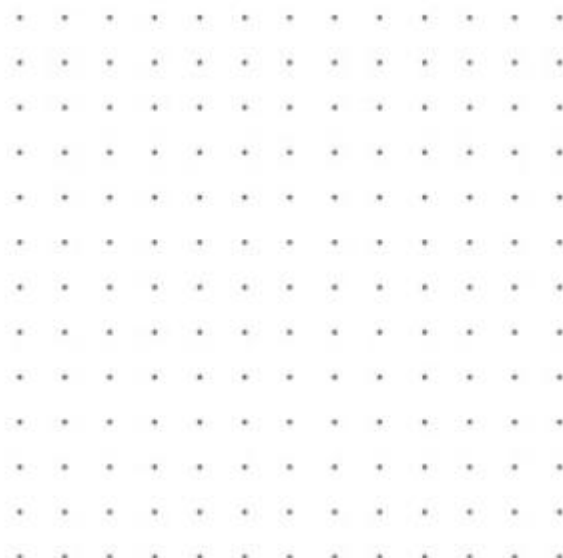


# Diamond Maze

2012, Nick Reymann,

<https://boardgamegeek.com/thread/807498/new-game-diamond-maze>

Game played on a square grid of dots, something like



## Rules

- Before gameplay, one player puts their initials in the far north and far south square, and the other the same in the east and west ones, to designate goals.
- Players alternate turns. On your turn, either draw a line connecting two orthogonal adjacent dots (the corners of the boundary are dots as well), or pass. A line may not be drawn in a position where it completely bounds off any section of the board.
- After there are no more legal moves, or both players have passed in succession, determine who has the shortest path between their two goals. That player is the winner. The game is a tie if both players have equal distance shortest path.
- **Goal.** To have the shortest path connecting your two goal spaces when either the board has no more legal moves or both players have passed in succession.