

Shifty, by Nick Bentley

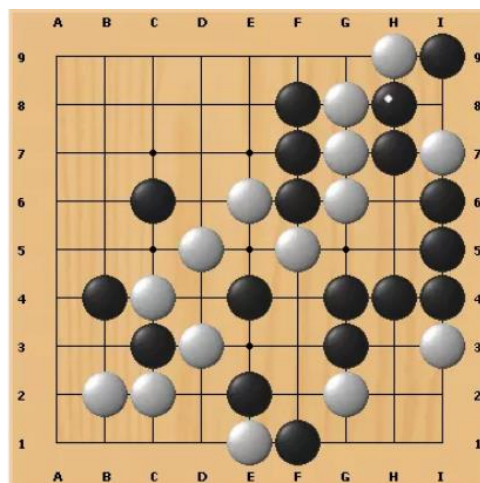
Shello is a game for 2 players, played with chips that are white on one side and black on the other, on a 9×9 square grid (or larger, as long as there are an odd number of cells in the grid. But 9×9 is all you'll need for a long time.)

The game starts with a set board layout.

Shifty is a square board connection game, where the goal is to create a chain of orthogonally and/or diagonally connected stones between two opposite edges of the board.

The unique feature of Shifty is that on your turn you must either place a stone orthogonally adjacent to at least one friendly stone or you must move any friendly stone, by a chess queen's move, to any empty intersection orthogonally adjacent to fewer friendly stones than the intersection it started on.

As a result you must often forego adding a stone to the board, and instead "shoot" a stone already on the board to a strategically key spot. This sharpshooting dynamic is the source of the game's strategic interest.



example: a final game position

[BGG description, 2012]