

CROSS

A strategy board game for 2 players by **Cameron Browne**

INTRODUCTION

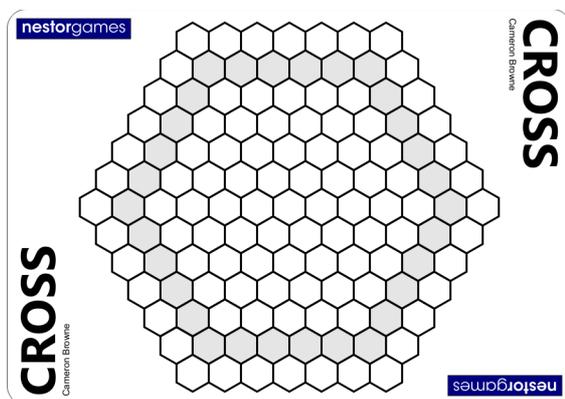
CROSS is a two-player abstract board game designed by Cameron Browne in 2008.

A player wins by connecting three non-adjacent board sides with a chain of their pieces. But a player loses by connecting two opposite board sides with a chain of their pieces (without also connecting three non-adjacent sides).

MATERIAL

A **CROSS** set includes:

- a hexagonal board (5, 6 or 7 cells per side depending on skill level).



- at least 64 counters of each colour (red and yellow).
- Carrying case.

GAME RULES

The game begins with an empty board.

Both players agree on the number of cells per board side:

- 5: Use the inner white board.
- 6: Use the inner white board and the gray cells.
- 7: Use the whole board.

Each player has an allocated colour: **RED** or **YELLOW**.

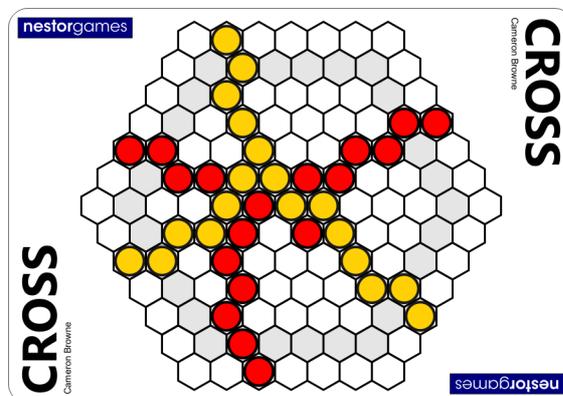
Starting with **YELLOW**, players take turns placing a *stone* of their colour in any empty cell on the board.

On his first move, **RED** may elect to swap colours (swap option).

END OF GAME

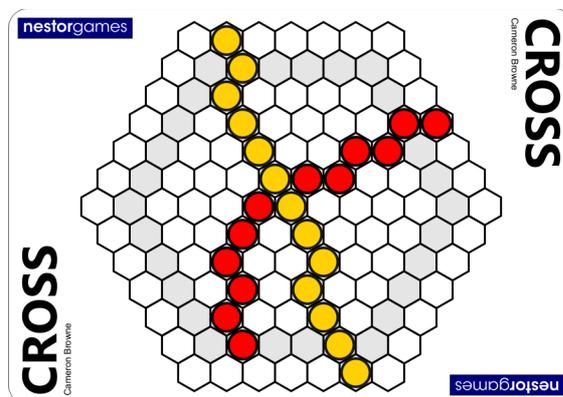
The game ends in one of the following cases:

- A player **wins** a game by connecting three non-adjacent board sides with a chain of their pieces.



Yellow wins

- A player **loses** a game by connecting two opposite board sides with a chain of their pieces (without also connecting three nonadjacent sides).



Yellow loses

Each corner cell belongs to both sides that meet there.

Using more than 55 stones per player is very rare. Only the very best players will fill the board, and they'll know they've reached expert level if they run out of pieces!

CROSS is similar to **Unlur** but simplifies it; both players have identical goals and no extended contract phase is required.

Visit Cameron's page: www.cameronius.com