INTRODUCTION  Crossway is a played with a Go set. The board starts out empty as shown in Figure 1. Each player takes possession of all of the stones of one color. Draws and ties cannot occur in Crossway. Mark Steere designed Crossway in June 2007.

STONE PLACEMENT  Players take turns adding their stones to the board, one stone per turn. A player must never complete the formation shown in Figure 2 or a 90 degree rotation of this formation. Figure 3 shows all available placements for Black, marked with hollow circles. Black makes the first placement of the game.

Each player will always have a placement available and must make a placement on his turn.

Crossway makes use of the pie rule. See the PIE RULE section below.

OBJECT OF THE GAME  For White to win, White must form a contiguous sequence of white stones connecting the West edge to the East edge of the board. Each stone in the sequence must be connected to neighboring stones in the sequence via horizontal, vertical, or diagonal adjacencies. Likewise for Black and the North and South edges. A corner is considered to be part of both adjoining edges. In Figure 4, White has won the game.

PIE RULE  As noted earlier, Black makes the first placement. On White’s first turn, White has the option of replacing the on-board black stone with a white stone on the same point. Or White can simply add a white stone to an unoccupied point. In either case, after White’s placement players take turns adding their own stones to the board, one stone per turn, starting with Black.

AUTHOR’S NOTE  Feel free to publish this rule sheet, and to program the game of Crossway for online or offline play. There is no licensing fee, and no royalties are expected. However please don’t change the name or the rules, and please attribute the game to me, Mark Steere. My other games can be found at marksteeregames.com.