

Rules of NO-GO

(Instructions for playing on the provided paper are found in parentheses)

1. Players alternate moves, starting with Player 1. (One player chooses a red pen and one player chooses a blue pen; both write their name at the top of the page.)
2. A move consists of a player placing their token on an empty vertex. (Colour a circle and write the coordinates of your move on your side of the page.)
3. Every connected group of tokens of the same colour must at all times be adjacent to an empty vertex. That is, there are no captures and no suicides.
4. The last player to move wins.