Created by Kate Jones

Special print edition
Ten X’s as a gift puzzle for attendees at
The 10th Gathering for Gardner, G4GX
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Carefully cut around each “tile”
and play. Happy puzzling!
Double Knot (strategy game)

Players: Two.

Start: All tiles on the table face up in a common pool.

Goal: Score points for each tile placed that touches at least two neighboring tiles. Each unit edge of color matched is one point.

Play: Decide who plays first. The other player chooses two tiles and places them together on the playing field, meeting at corners: They need not match by color.

Take turns selecting a new tile and placing it against the others so that it touches at least two other tiles and matches at least one unit edge by color, in addition to any non-matches touching. Once all tiles have been placed, continue moving any non-enclosed tile to earn more points, for six rounds.

A tile may not be returned to its immediately previous position. A “unit” edge is the length of a corner segment. End-to-end touches are two units. A score of 4 is possible but very rare. After six rounds of movement tally the scores. Highest total wins. In case of ties, everyone wins.

Variation
Play as above, but have no colors match at all. Score 10 points each time your move creates a symmetrical shape of the ten tiles.

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Symmetrical square lattices
Complex symmetries