

L.A.P.

A Game of Labyrinthine Area Puzzles

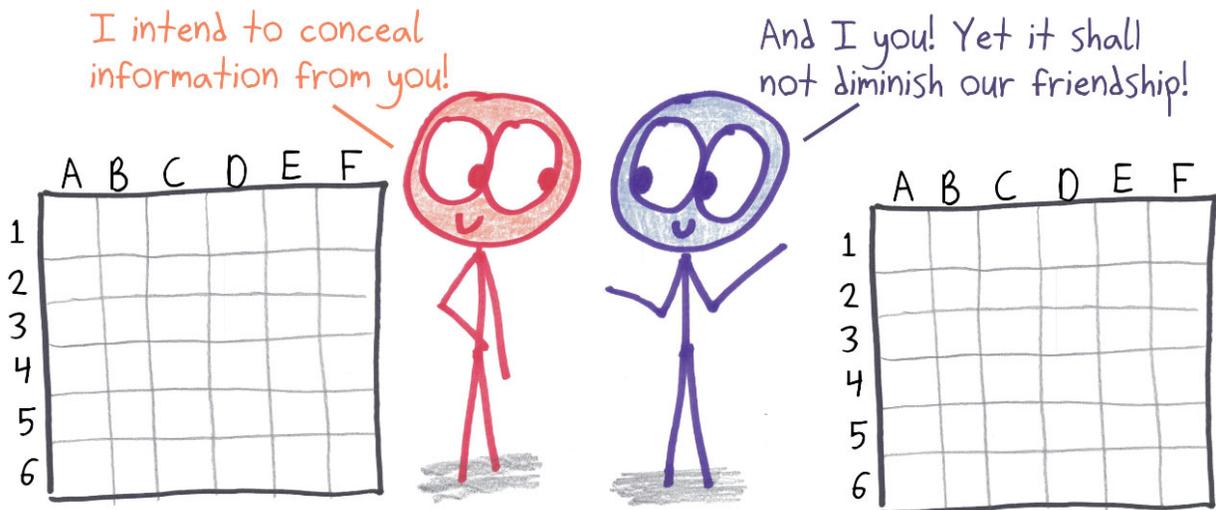
As I've aged, I've lost many things. My visual acuity; my faith in report cards; my affection for the film *Garden State*; and, last but not least, my tolerance for the game Battleship. I've grown impatient with its dull and plodding pace, with the nearly strategy-free peppering of guesses around the board.

These days, I prefer L.A.P. Its name comes from the initials of its creator, Lech Pijanowski, but it could just as easily stand for "Let's All Play," "Labyrinthine Area Puzzles," or "Like A Pro." As in Battleship, players probe a hidden grid. Yet L.A.P. is deeper, subtler, harder, and ultimately more rewarding.

So let's all play labyrinthine area puzzles like a pro, shall we?

How to Play

What do you need? Two players, each with an **6-by-6 grid**¹, plus extra grids on which to track information gained from your opponent.



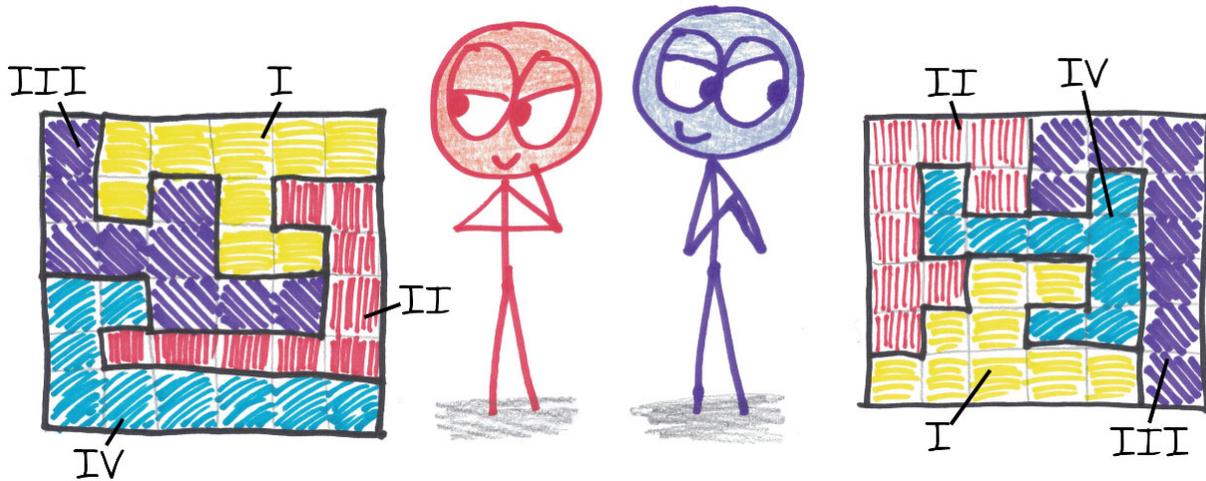
You'll break your own grid into **four secret regions**. I suggest distinguishing them three ways: numbers, shading patterns, and pencil color (though in theory, just numbers would suffice).

¹ For wary beginners, 4-by-4. For patient experts, 8-by-8.

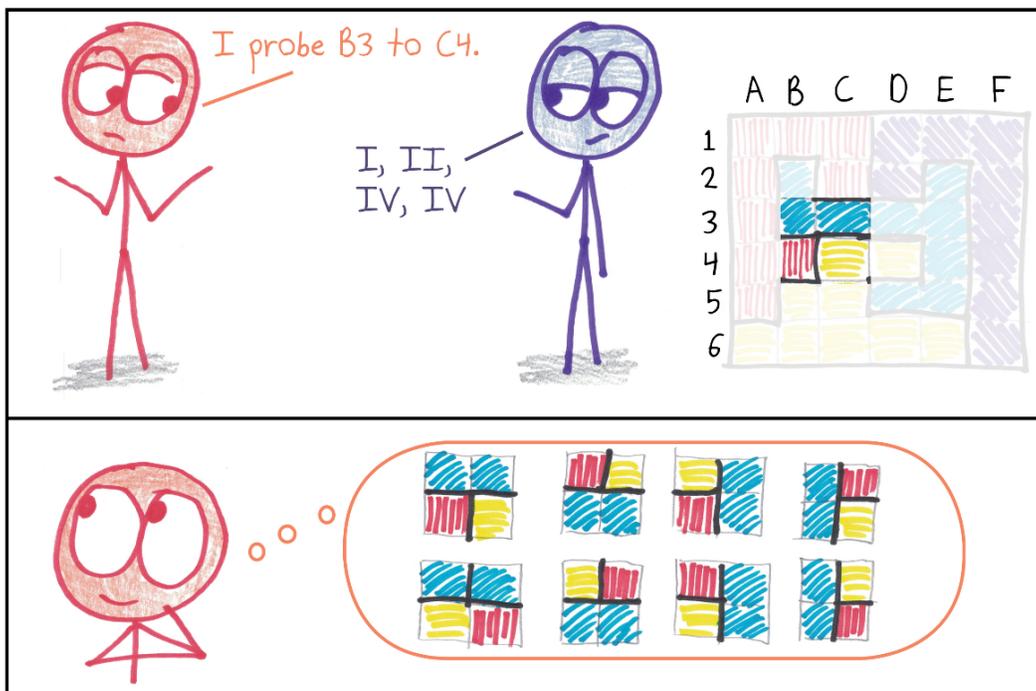
What's the goal? Fully map your opponent's regions before they can map yours.

What are the rules?

1. To begin, **secretly divide your grid into four equal-sized regions: I, II, III, and IV.** A region consists of connected squares, and diagonal connections don't count.



2. Take turns **asking your opponent about a 2-by-2 block of squares** (e.g., B3 to C4). Your opponent will tell you **which regions those square belong to** (e.g., I, II, IV, IV), **but not their formation** (e.g., you don't learn *which* square belongs to region I).



3. When you have solved your opponent's board, **announce that you are making a guess.** Then, hold your guess and your opponent's board side-by-side. If they are identical, you win. If not, you lose.

