

Game Rules for Winning Land and Space

Draw a Line,
2000-2006

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A game for two.

To play this game, you need a knife and an area of ground.

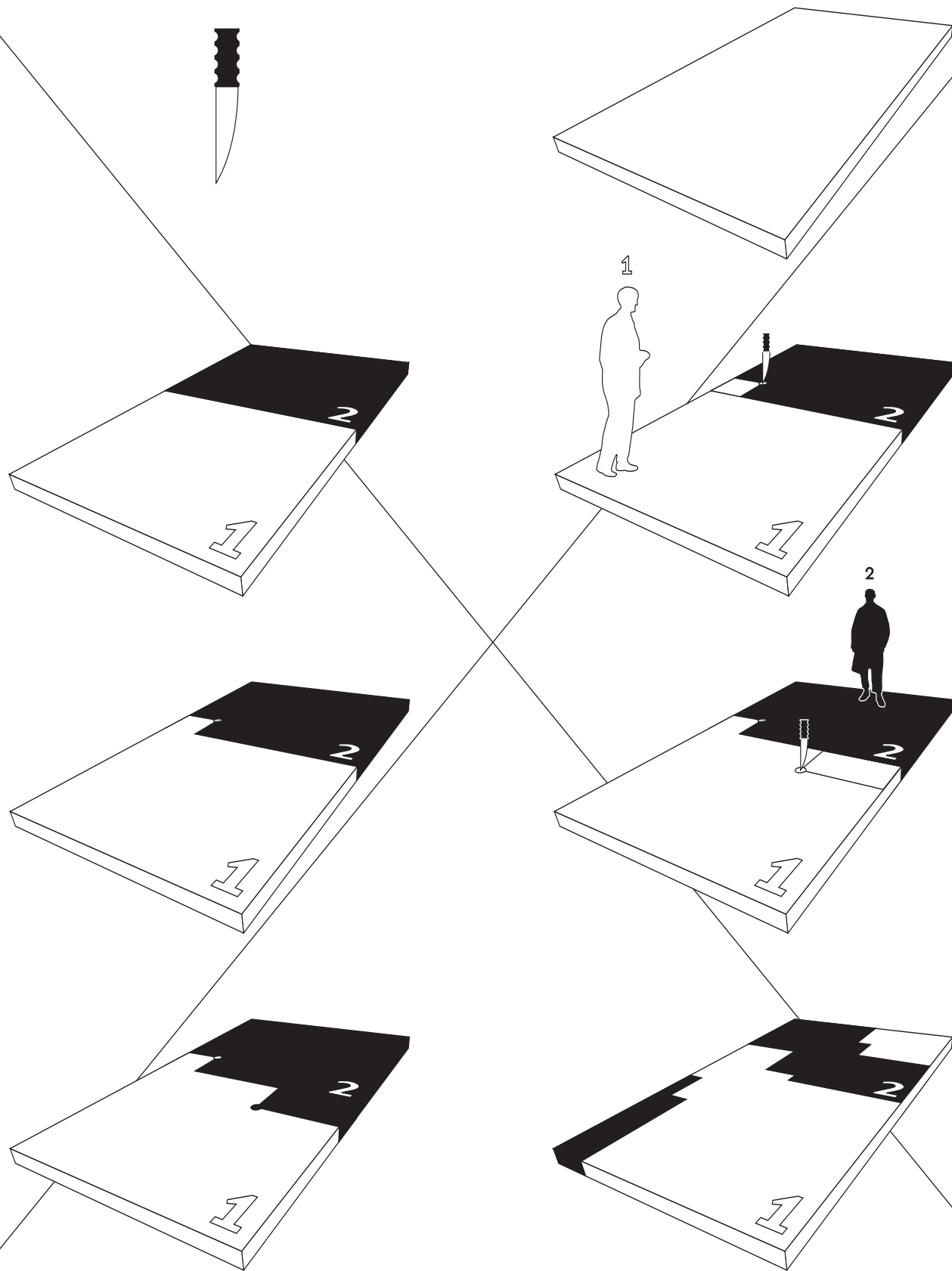
With a knife, draw a rectangle on the ground (at least 3 x 5 metres).

Draw a line through the middle of the rectangle to create two equal parts.

Each player stands in one of the two fields (you may toss to decide who gets which field).

Give your field a name that has meaning for you.

Start by throwing the knife, in turns, as far as possible into each other's field. The knife must land standing up.



You are allowed to throw from anywhere in your field, but you must keep both feet on the ground.

The player who throws the knife closest to the base line of the field of the other becomes Player 1 and goes first.

The player not throwing may stand outside his or her field.

Players throw alternately.

A player who enters the opponent's field loses his or her turn.

The knife must land in the opponent's field. If it does not, the player does not get a second try – it is the opponent's turn.

If the knife lands in a player's own field, then it is also the opponent's turn.

Wanna Play

Player 1 throws the knife into Player 2's field.

The spot where the knife lands in the field is the corner from which Player 2 must draw a rectangle. This can be any rectangle that Player 2 can draw within his or her own field using only two lines.

This new rectangle drawn by Player 2 in his or her own field is now part of Player 1's field.

This new field does not need to be connected to Player 1's field.

Player 1 can only reach an unconnected field with a jump, since players are not allowed to enter each other's fields. Player 1

may play from this unconnected new field at a subsequent turn.

Player 2 is allowed to draw the new field in his or her own field with minimal loss of land.

Player 1 erases the line between his or her own field and the new field, but not if the new field is not connected with his or her own field.

It is now Player 2's turn.

The game ends when the field of one of the players has become so small that it is no longer possible to stand in it.

By erasing the last lines everything that happened has disappeared.

The game can start again.

Wanna Fight

The attacker (Player 1) throws the weapon into the territory of the defender (Player 2).

The spot where the weapon lands in the territory is the corner from which the defender draws a new area of land. This new area of land can be any rectangle the defender can draw in his or her own land using only two lines.

This new area marked out by the defender in his or her own land is handed over to the attacker. This new territory does not have to be connected to the attacker's land.

If this new territory is not connect-

ed, the attacker can only reach this island-like colony with a jump, since attacker and defender are not allowed to enter each other's territory.

The attacker may fight from this colony at a subsequent turn.

The defender is allowed to mark out this new area of colonized territory so that he or she loses as little land as possible.

The attacker erases the border between his or her territory and the new land, but not in the case of an island-like colony.

It is now the defender's turn.

The game ends when the territory of one of the combatants has become so small that it is no longer possible to stand in it.

By erasing the last lines everything that happened has disappeared.

The game can start again.

Wanna Act

Participant 1 throws the tool into the space of the fellow participant (participant 2).

The spot where the tool sticks upright in the ground is the corner from which participant 2 creates space for participant 1. This new space is any rectangle participant 2 can draw within his or her own space using only two lines.

This new space created by participant 2 in his or her own

space is now added to the space of participant 1. This new space does not have to be connected with the space of participant 1. If this new space is not connected, participant 1 can only reach this autonomous zone with a jump, since participants are not allowed to enter each other's spaces. Participant 1 may play from this autonomous zone at a subsequent turn.

Participant 2 is asked to create the new space in his or her own space, so that he or she creates space for participant 1, with minimal loss of land.

Participant 1 erases the line between his or her own space and the new space, but not in the

case of an autonomous zone. **It is now participant 2's turn.**

The game ends when the space of one of the participants has become so small that it is no longer possible to stand in it.

By erasing the last lines everything that happened has disappeared.

The game can start again.

He kept moving the lines until he found the right balance, the right equilibrium as he called it, before he really started to draw them. (Collector Sidney Janis on Mondriaan)

