Sprouts Variants: Quick-Start Guide & Checklist

Your Goal: To have fun exploring new ways to play a classic game. This guide is designed to be printed and used as a quick reference.

1. What You'll Need

- A blank sheet of paper
- A pen or pencil
- At least one other person (or play against yourself!)

2. Classic Sprouts Refresher (The Foundation) Remember the three core rules before you start modifying them:

- **Connect & Add:** Draw a line between two dots (or from a dot to itself) and add a new dot on that line.
- **No Crossing:** Your line cannot cross any other existing line.
- **Three's the Limit:** A dot is "dead" and cannot be used if it has three lines connected to it. The last person to make a legal move wins.

3. Variant Checklist: Try These First!

☐ **Brussels Sprouts (The Strategic One)**

- **Setup:** Start with a few crosses (+), not dots.
- **Move:** Connect one arm of a cross to another arm. Add a new crossbar (-) anywhere on the new line.
- **Rule:** Each arm can only be used ONCE.
- **Goal:** Be the last person to make a legal move.

☐ **Loop Sprouts (The Creative One)**

- **Setup:** Standard Sprouts rules apply.
- **Move:** Same as the classic version.
- **Rule:** The game's objective changes completely.
- **Goal:** Be the FIRST person whose move completes a closed loop.

☐ **Sprouts with Chains (The Tactical One)**

- **Setup:** Standard Sprouts rules apply.
- **Move:** Your move MUST connect to the dot created by the previous player's turn.

- **Rule:** If you cannot make a legal chain move, you can make one standard move to start a new chain.
- **Goal:** Be the last person to make any legal move.

4. Your Turn to Create! (The Inventor's Corner) Use this space to brainstorm your own variant. Answer these questions:

- **What if I change the starting setup?** (e.g., Two separate groups of dots? A mix of dots and crosses?)
  - My Idea:
- **What if I change the goal?** (e.g., The person who creates the 5th "dead" dot wins? The goal is to connect all dots?)
  - My Idea:
- **What if I add one special rule?** (e.g., One "wild" dot can have four connections? You can erase one line per game?)
  - My Idea: