

Gridforge — Concept Poster

Print this and pin it up — an at-a-glance map of the Gridforge cast and the ideas each one carries. Come back to it whenever you want to remember who teaches what.

Spark & Anvil is a 501(c)(3) public charity. Every app, story, and book is free, forever — no ads, no in-app purchases, no tracking. Released under Creative Commons BY-NC-SA 4.0 for educational reuse.

Meet the cast — and what each one teaches

Character	What they carry
Arbor	The game tree: every position branches into the moves that follow
Ballast	Stability and corners: the unflippable pieces in Reversi
Causeway	The bridge: a virtual connection that cannot be cut in Hex
Domino	Forcing sequences: chaining threats to keep the initiative in Gomoku
Flank	Territory flip: capturing a line of pieces in Reversi
Mobi	Mobility: keeping more moves available than your opponent
Oddwin	Parity: who-moves-last, the key to Dots-and-Boxes
Rowan	Connection: extending a chain of your pieces toward a win
Twain	The fork: one move that makes two threats at once

Key ideas at a glance

The big concepts this cast helps you master:

- connection
 - tactics
 - defense
 - computer science
 - territory
 - parity
 - transfer
 - mastery synthesis
-

Keep exploring online

- **Play it now:** <https://sparkanvil.org/play/gridforge>
- **More free books:** <https://sparkanvil.org/books>