



GridForge

Find the Winning Move

A Spark & Anvil Strategy Book

GridForge — Find the Winning Move

A Story Time–style strategy puzzle workbook — every position is drawn from the app's shipped, engine-verified tactics bank. No position is made up.

About this book

Part of the **Gridforge** Companion Book Program. Free to download and print under **CC BY-NC-SA 4.0**. Every puzzle is a real, engine-verified tactic — solve it, then turn the page to check your move and the reason it works.

Contents

1. Connect Four — Win in One
2. Reversi — the Biggest Flip
3. Gomoku — Make Five
4. Hex — Build the Bridge
5. Dots & Boxes — Take the Box

How to use this book

This book covers FIVE connection games — Connect Four, Reversi, Gomoku, Hex, and Dots & Boxes. Each page names the game and the side to move.

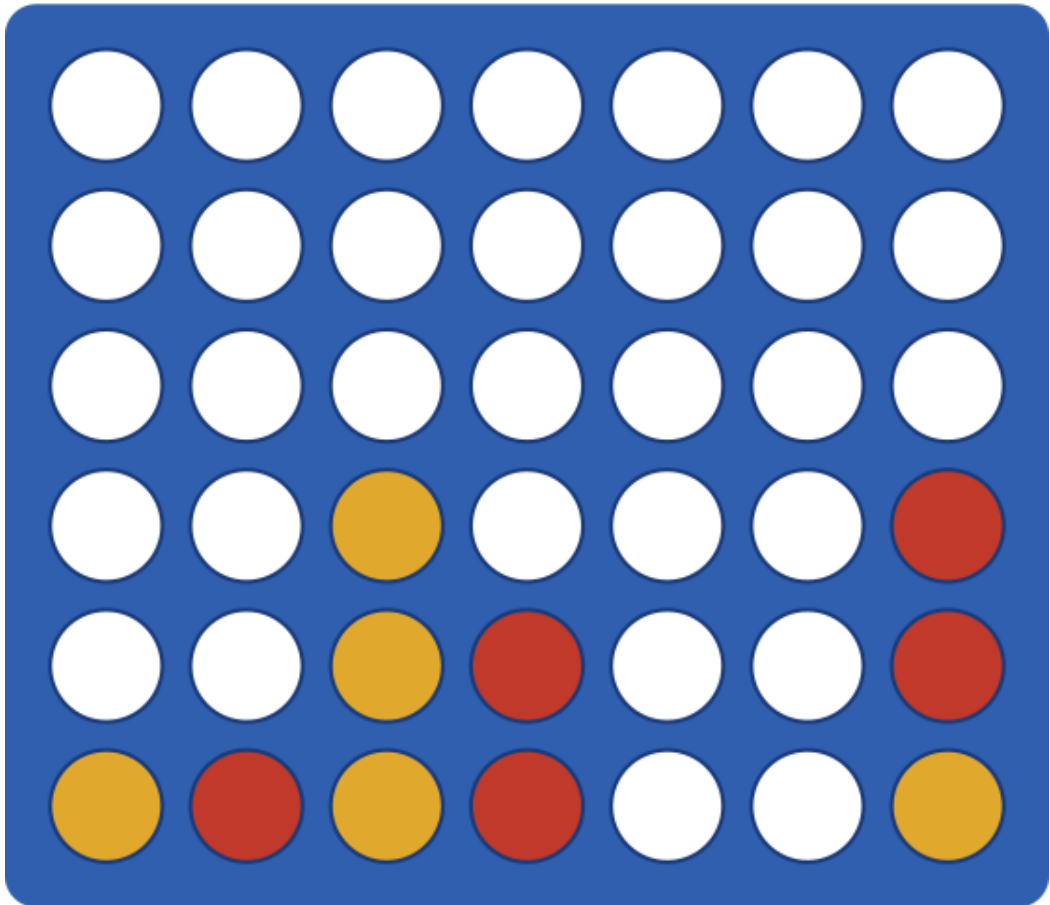
1. Find the ONE move that wins (or captures the most / completes a box).
2. Say your move, then **turn the page** — the ring or arrow shows the answer + why.
3. The games build the same skill: look one move ahead and see the whole board.

Connect Four — Win in One

Puzzle 1

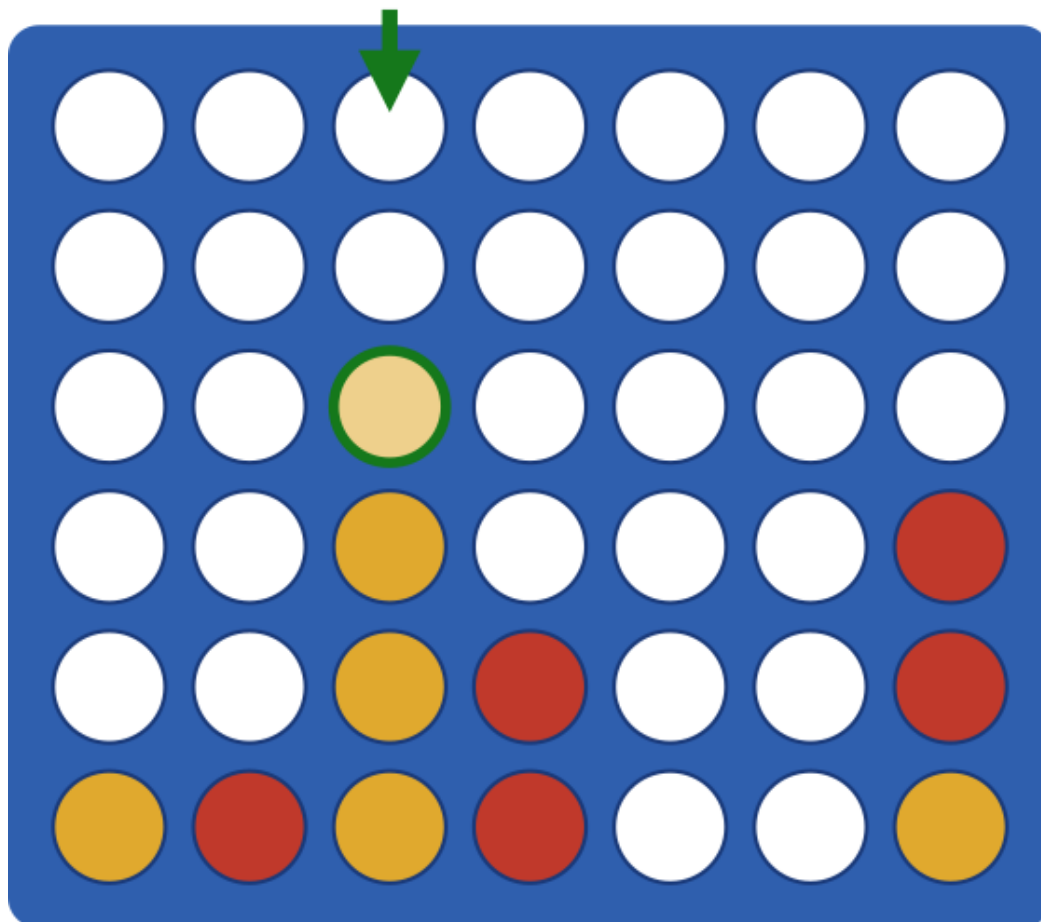
You (gold) to move — which column wins?

You (gold) to move — drop to make four in a row



Puzzle 1 — Answer

You (gold) to move — drop to make four in a row



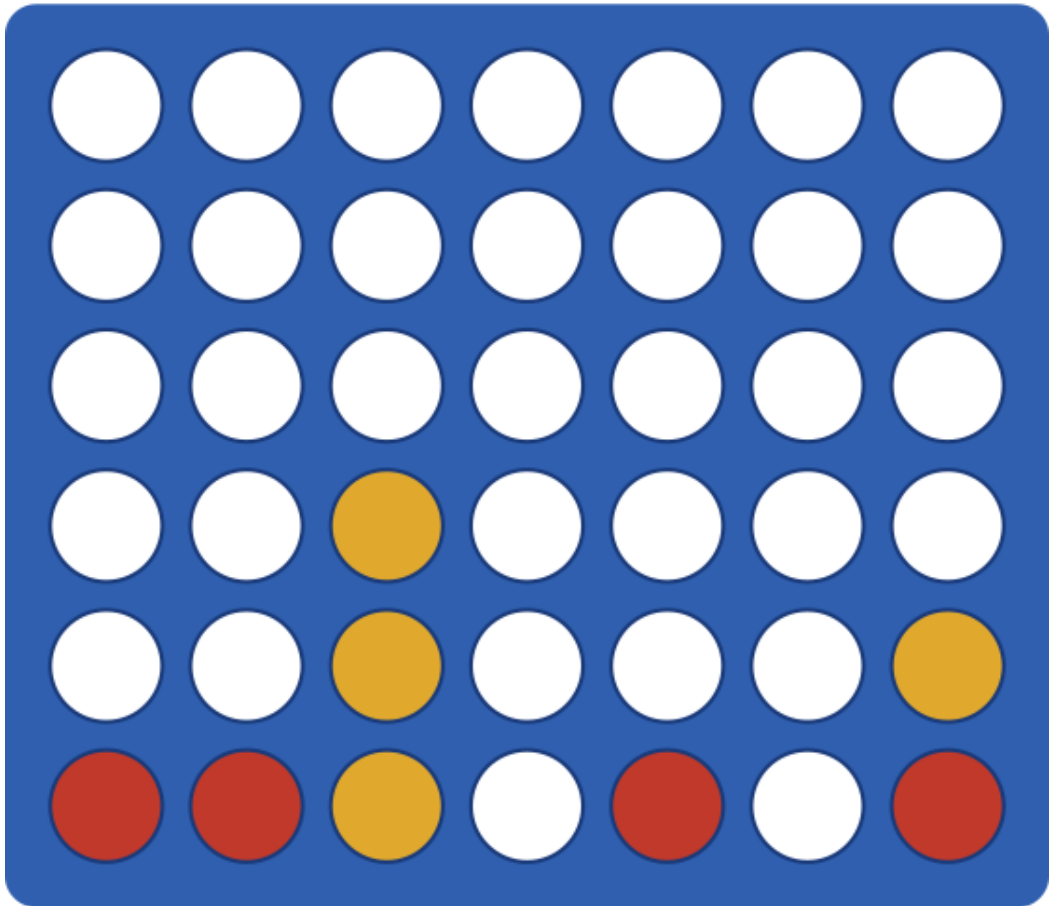
Drop in column 3 (arrow) — it makes four straight up.

Only that column completes a line of four; the ring shows where your disc lands.

Puzzle 2

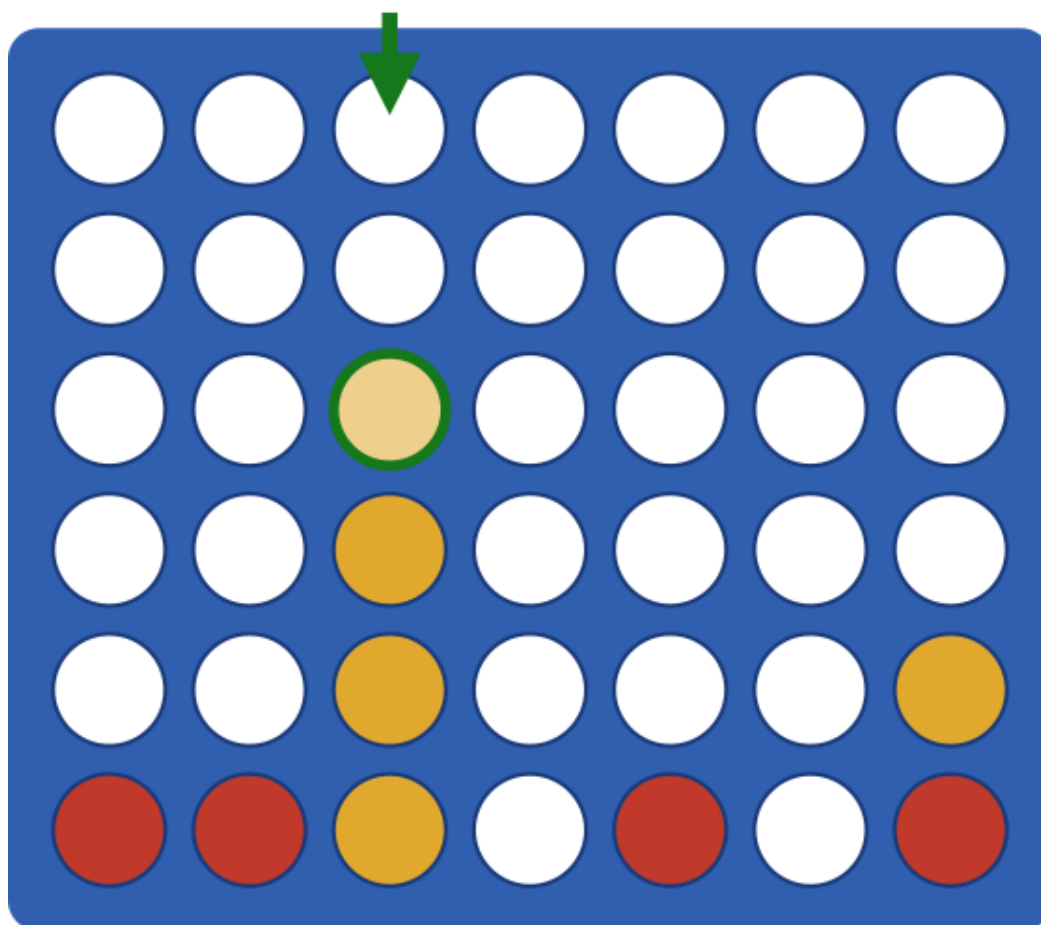
You (gold) to move — which column wins?

You (gold) to move — drop to make four in a row



Puzzle 2 — Answer

You (gold) to move — drop to make four in a row



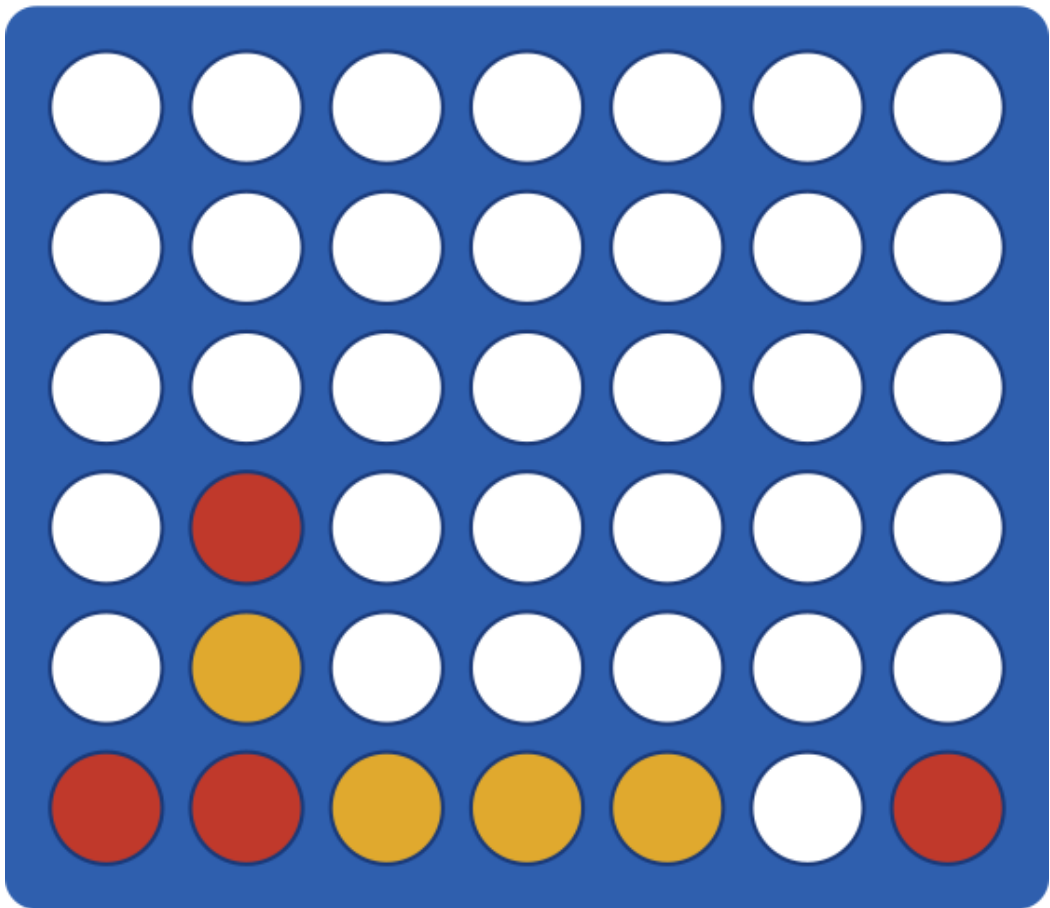
Drop in column 3 (arrow) — it makes four straight up.

Only that column completes a line of four; the ring shows where your disc lands.

Puzzle 3

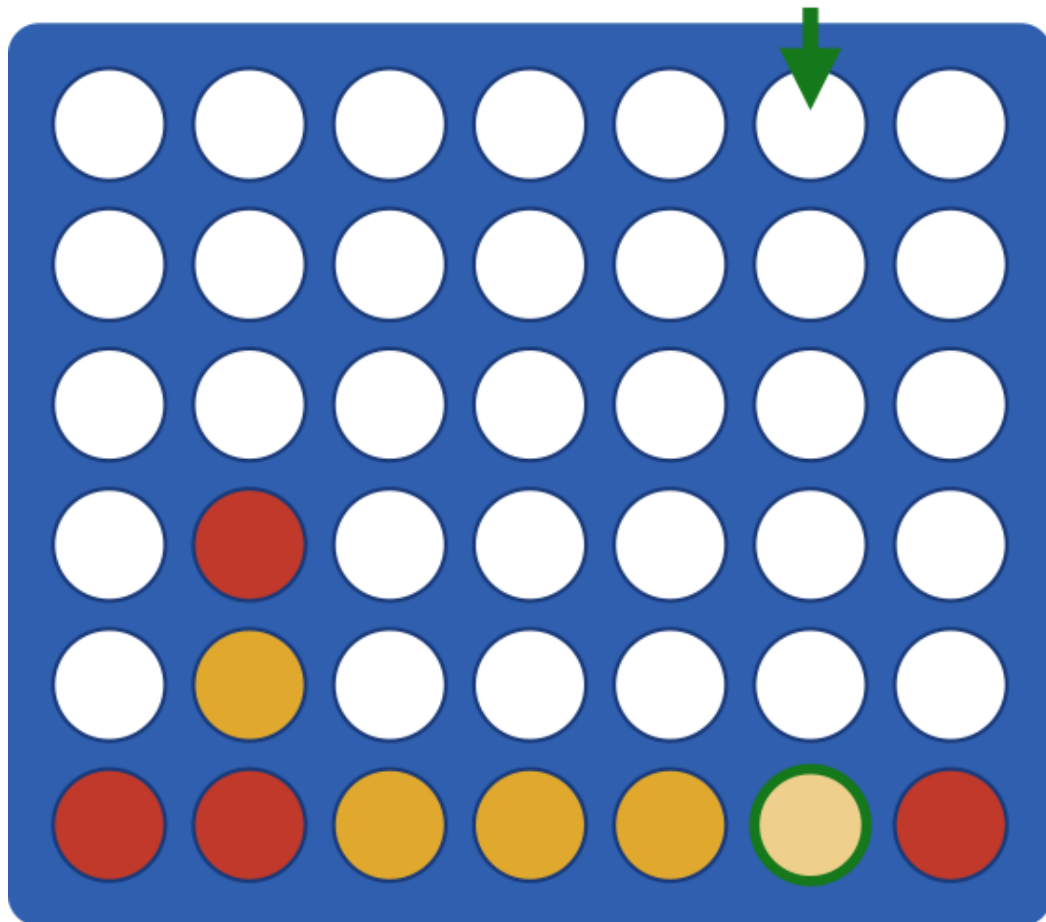
You (gold) to move — which column wins?

You (gold) to move — drop to make four in a row



Puzzle 3 — Answer

You (gold) to move — drop to make four in a row



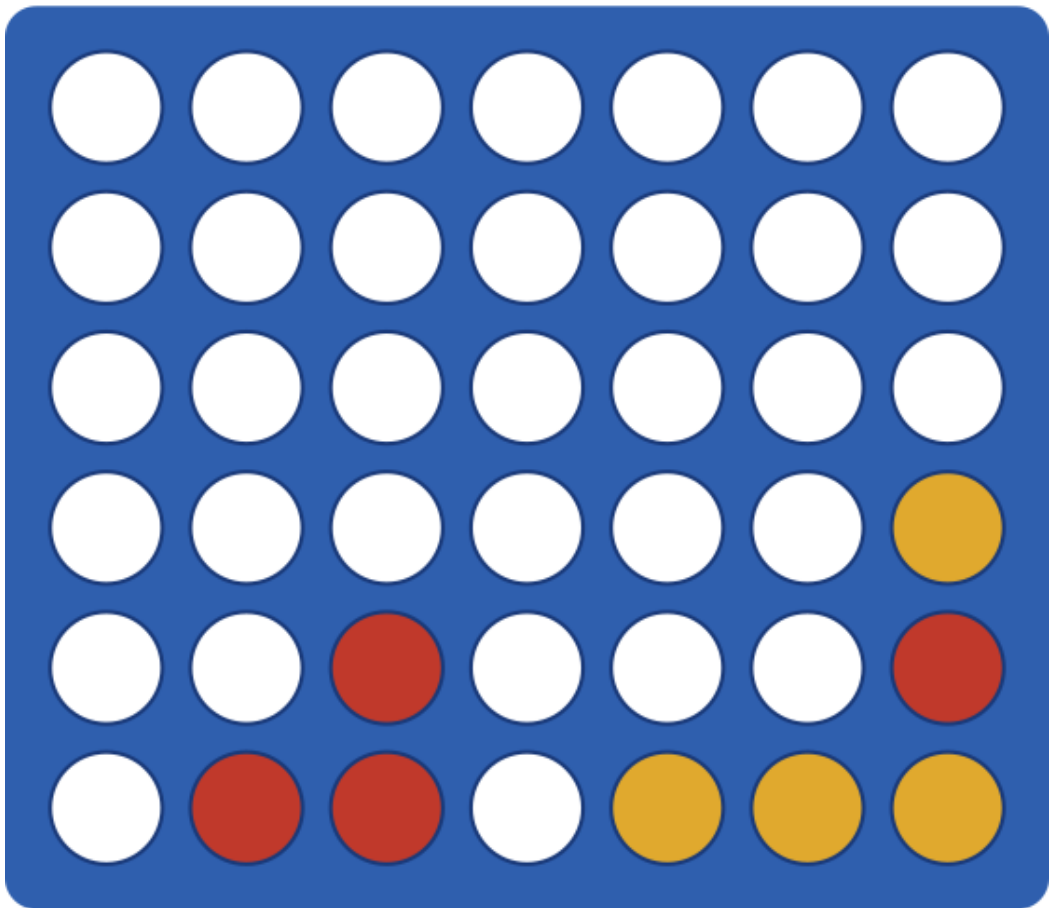
Drop in column 6 (arrow) — it makes four across.

Only that column completes a line of four; the ring shows where your disc lands.

Puzzle 4

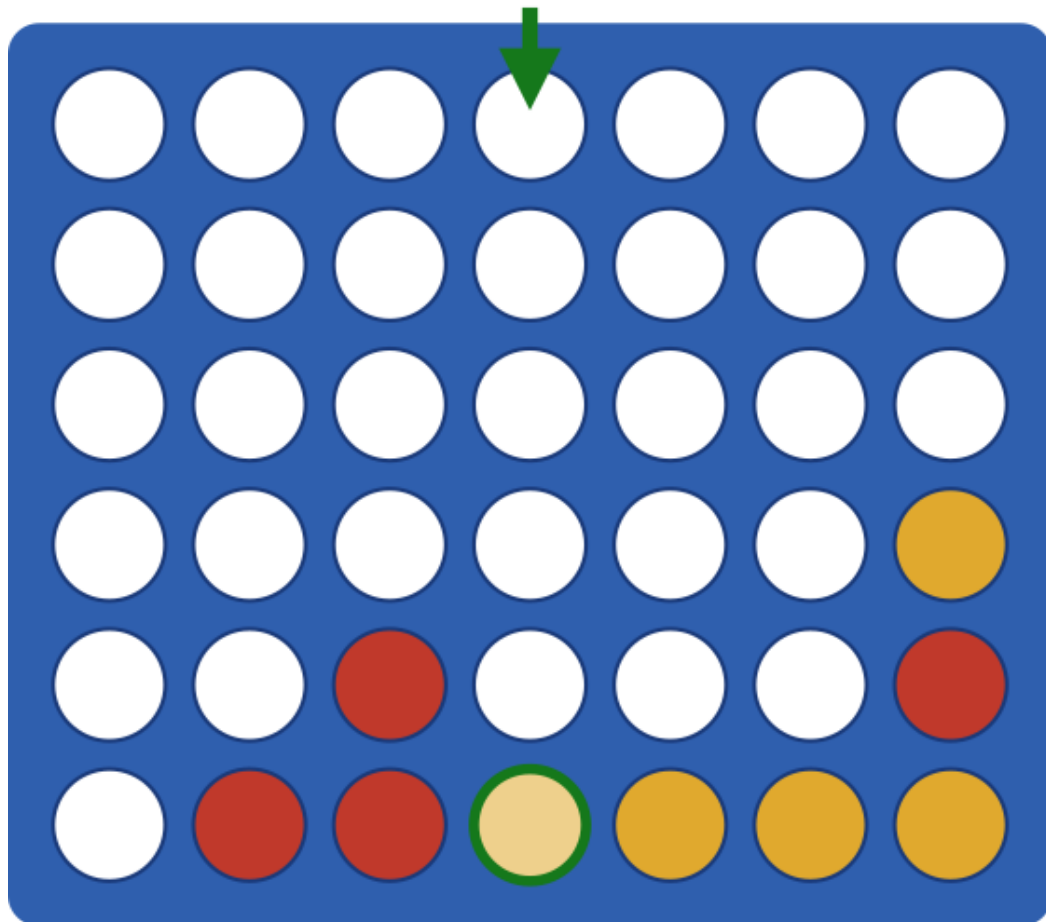
You (gold) to move — which column wins?

You (gold) to move — drop to make four in a row



Puzzle 4 — Answer

You (gold) to move — drop to make four in a row



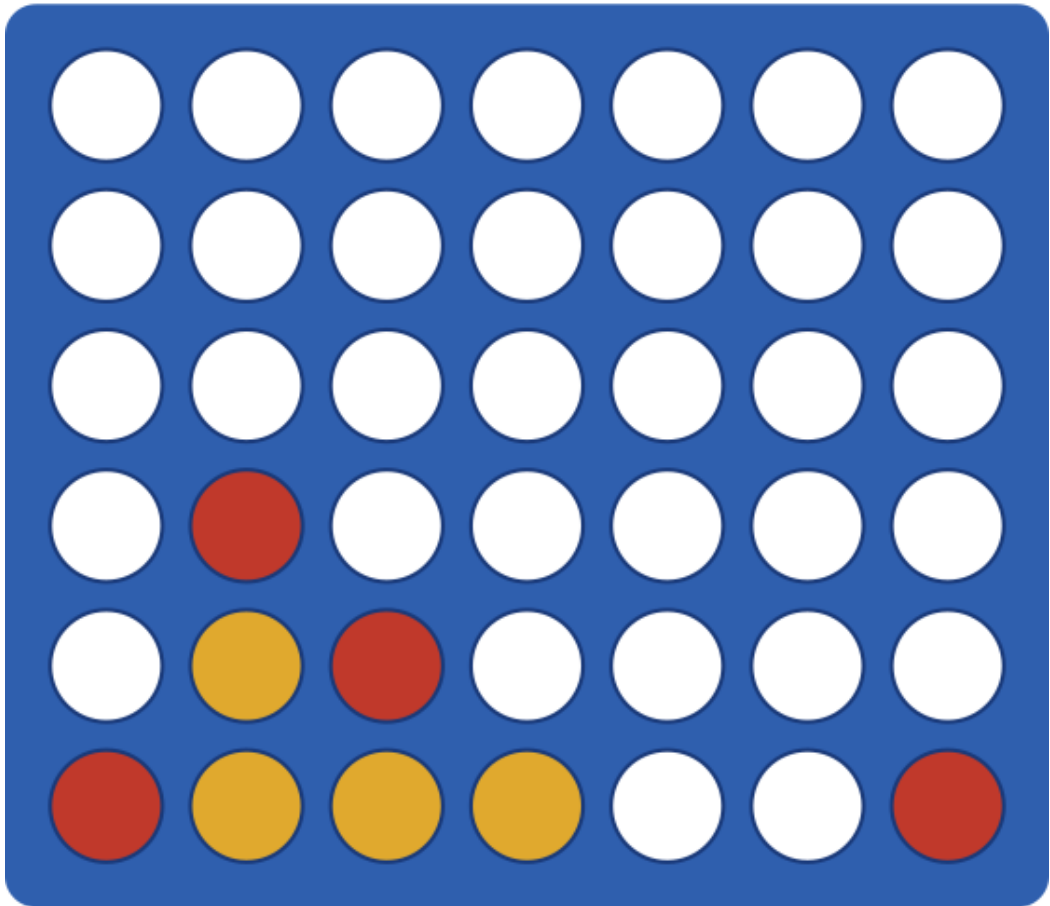
Drop in column 4 (arrow) — it makes four across.

Only that column completes a line of four; the ring shows where your disc lands.

Puzzle 5

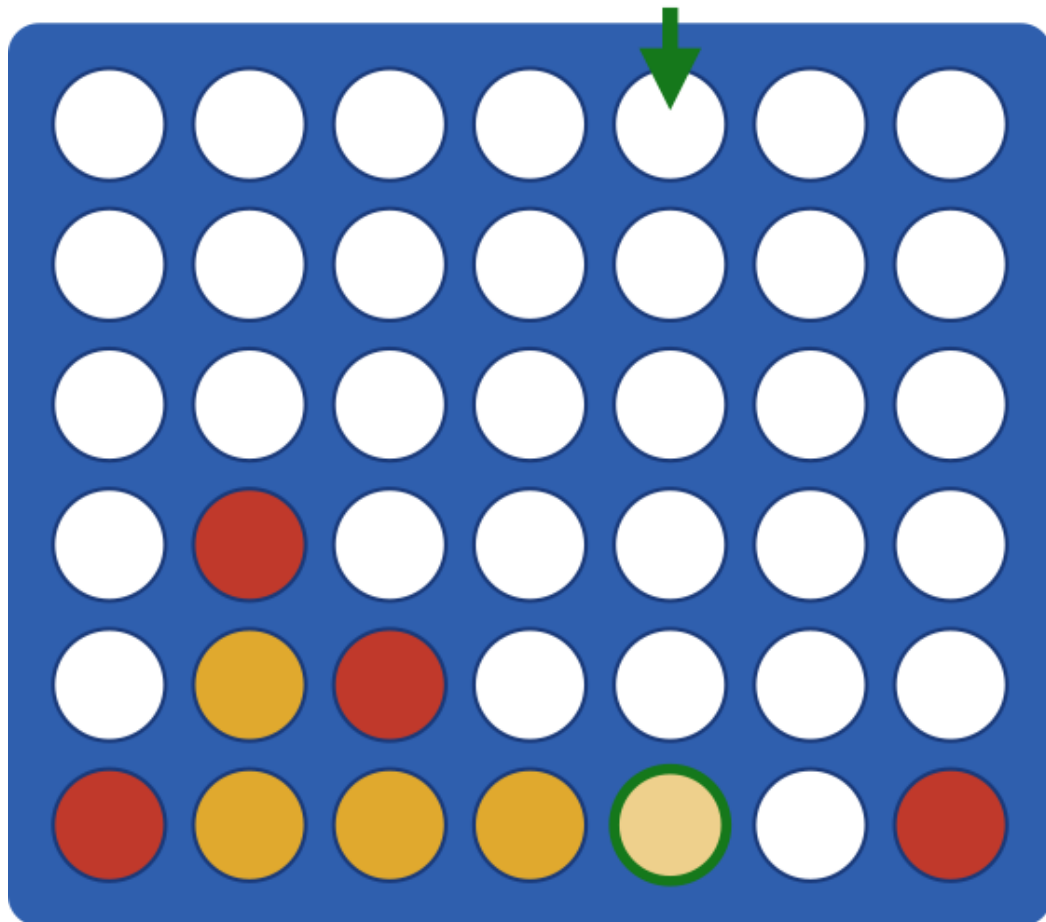
You (gold) to move — which column wins?

You (gold) to move — drop to make four in a row



Puzzle 5 — Answer

You (gold) to move — drop to make four in a row



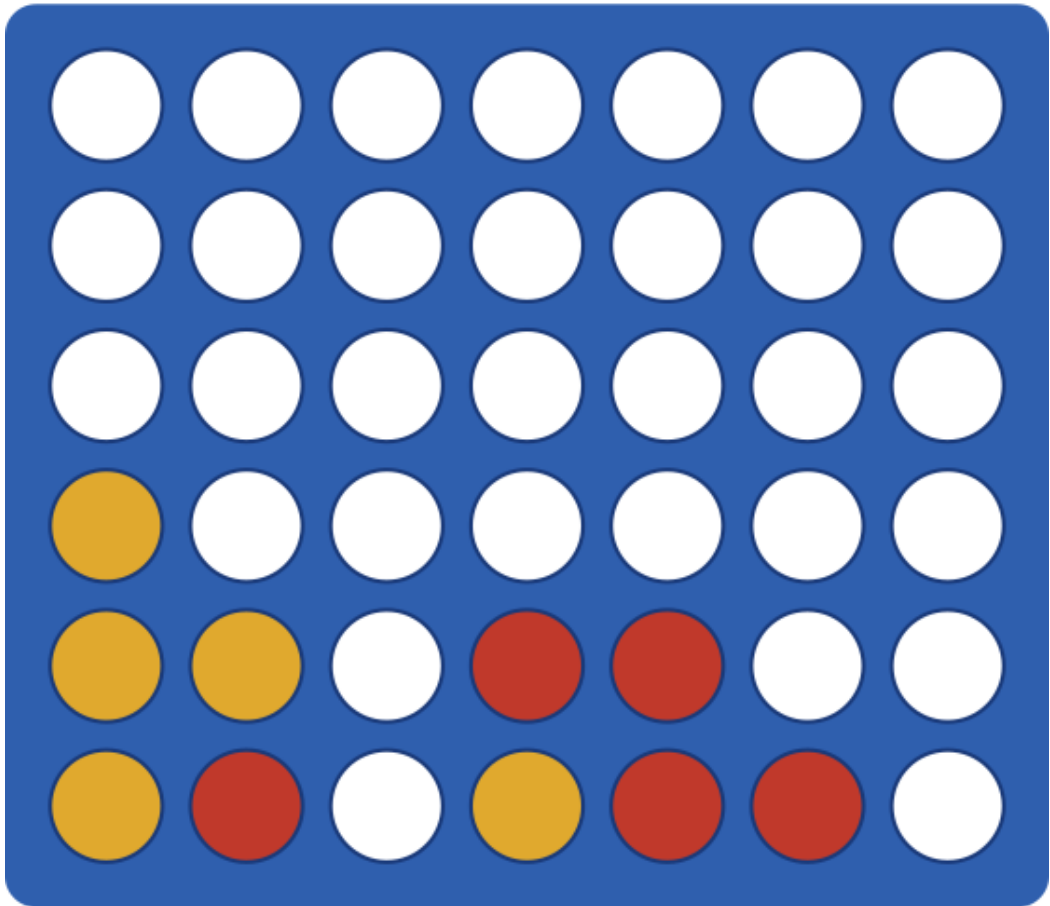
Drop in column 5 (arrow) — it makes four across.

Only that column completes a line of four; the ring shows where your disc lands.

Puzzle 6

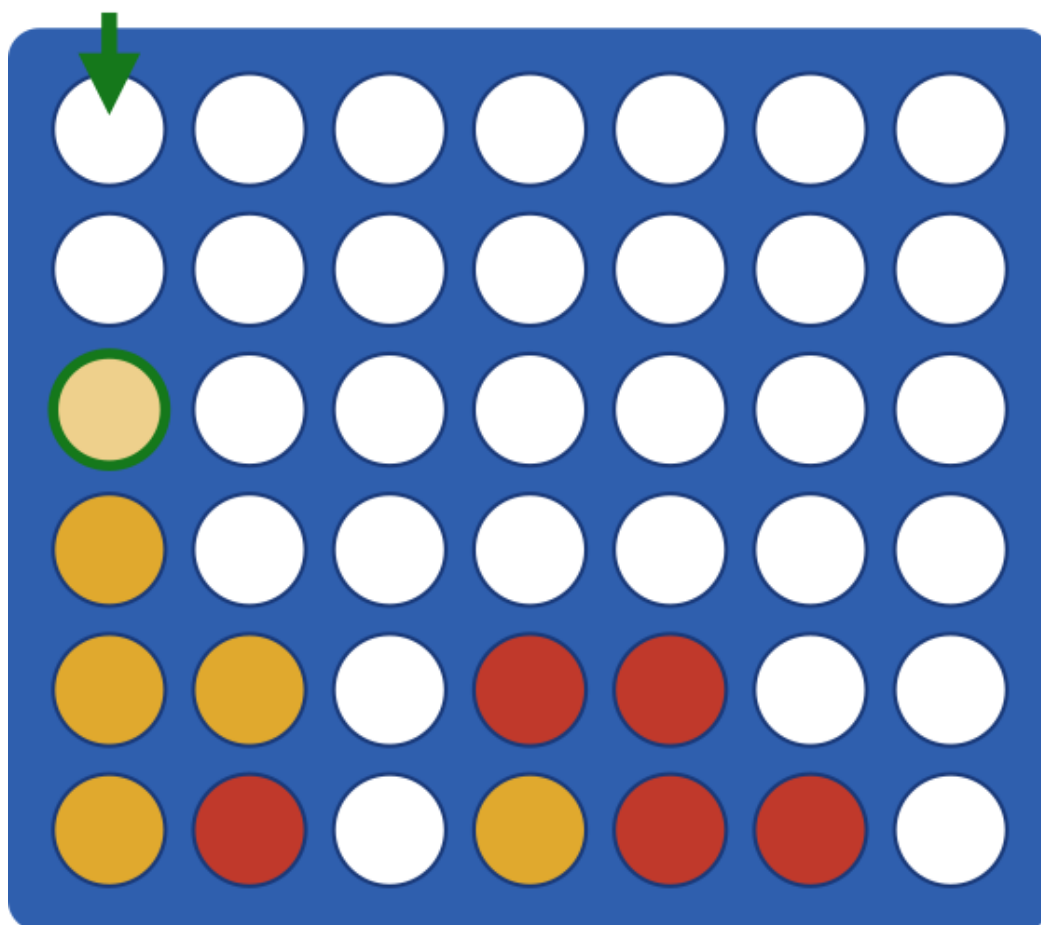
You (gold) to move — which column wins?

You (gold) to move — drop to make four in a row



Puzzle 6 — Answer

You (gold) to move — drop to make four in a row



Drop in column 1 (arrow) — it makes four straight up.

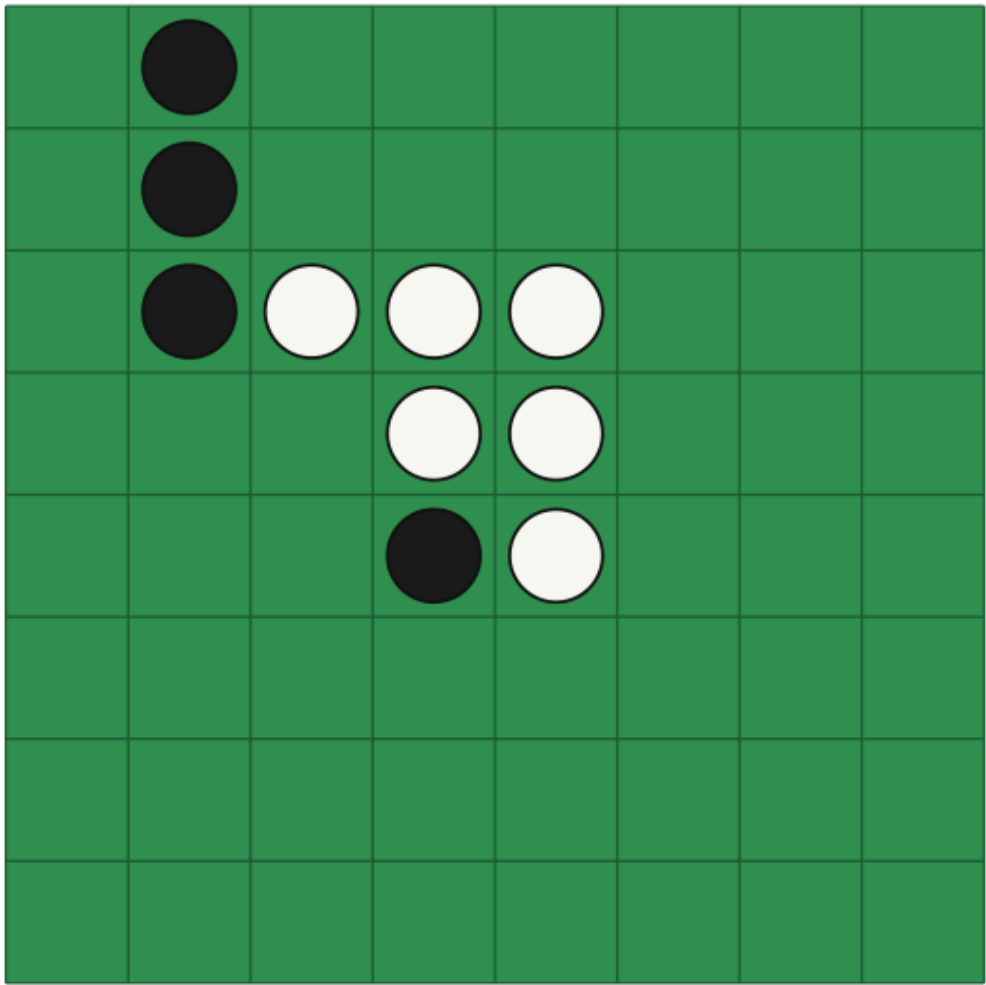
Only that column completes a line of four; the ring shows where your disc lands.

Reversi — the Biggest Flip

Puzzle 7

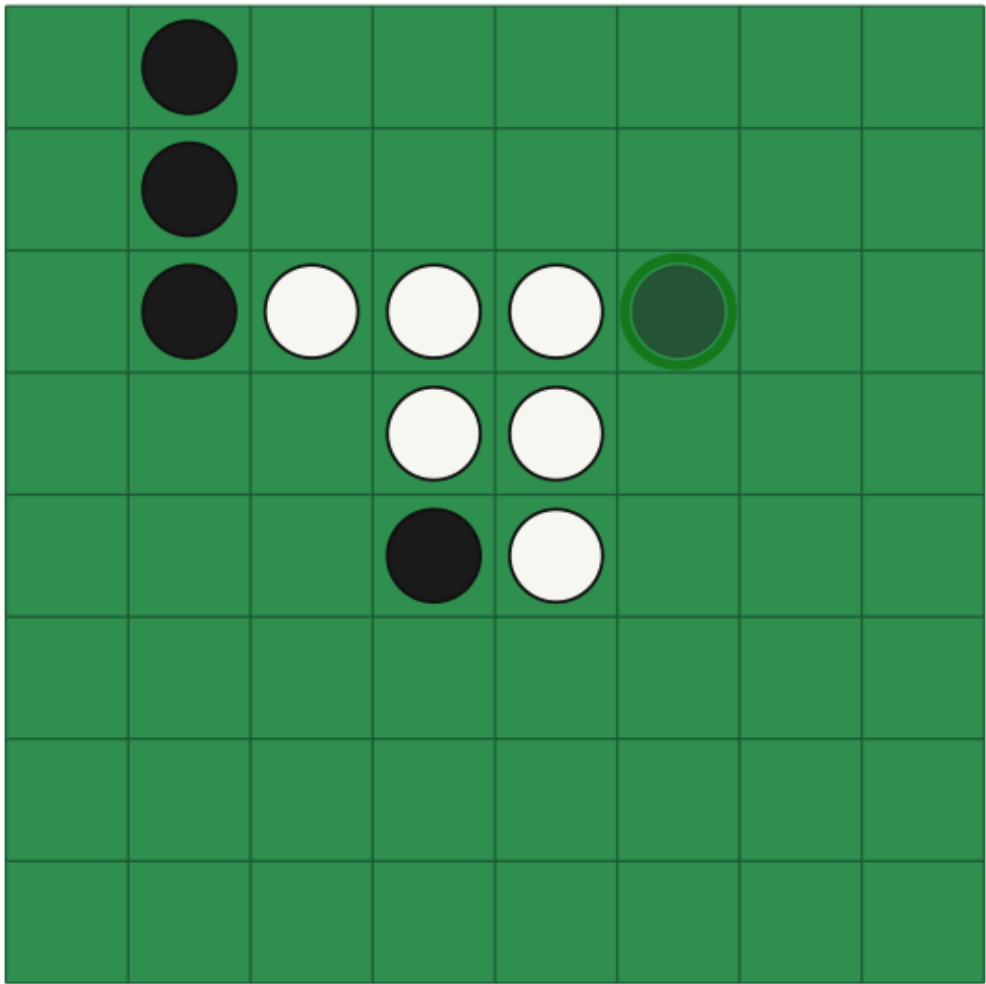
You (●) to move — which square flips the most?

You (●) to move — take the most discs



Puzzle 7 — Answer

You (●) to move — take the most discs



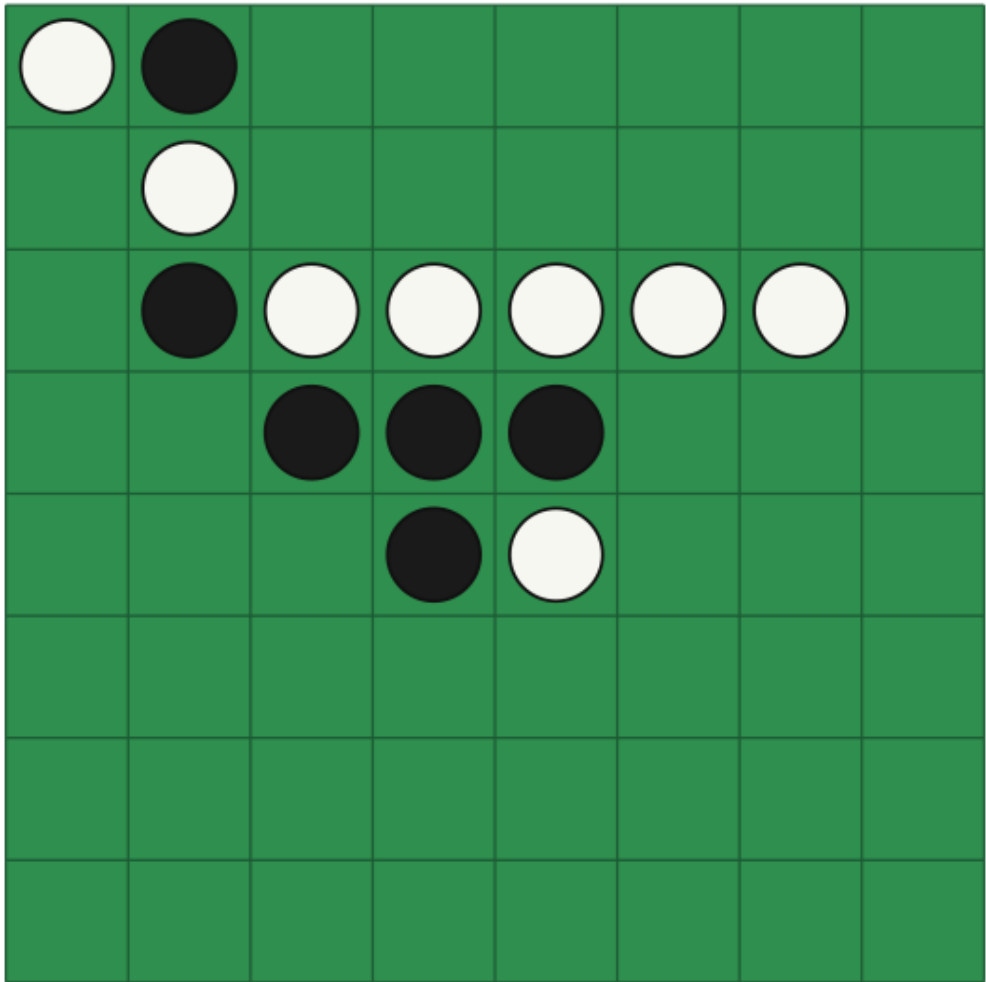
Play the ringed square — it flips more discs than any other legal move.

Reversi rewards the biggest capture; the ring marks the unique max-flip square.

Puzzle 8

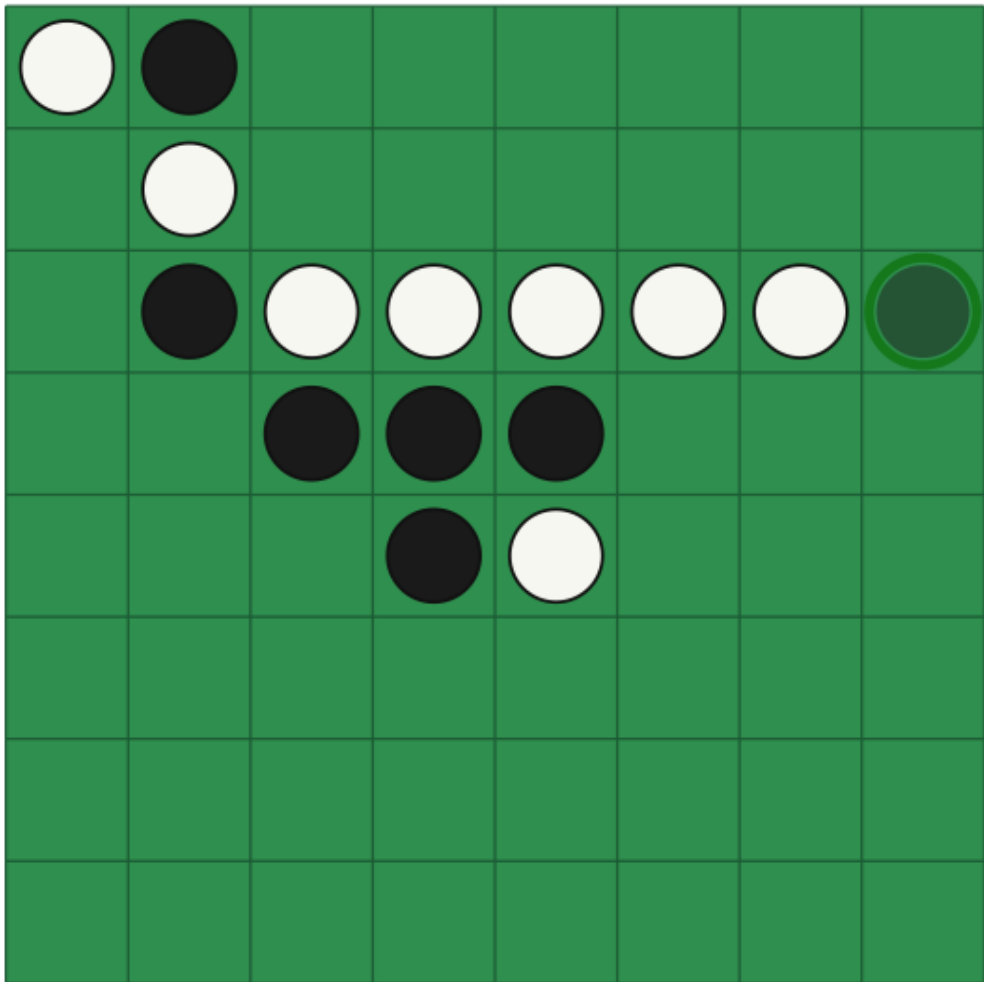
You (●) to move — which square flips the most?

You (●) to move — take the most discs



Puzzle 8 — Answer

You (●) to move — take the most discs



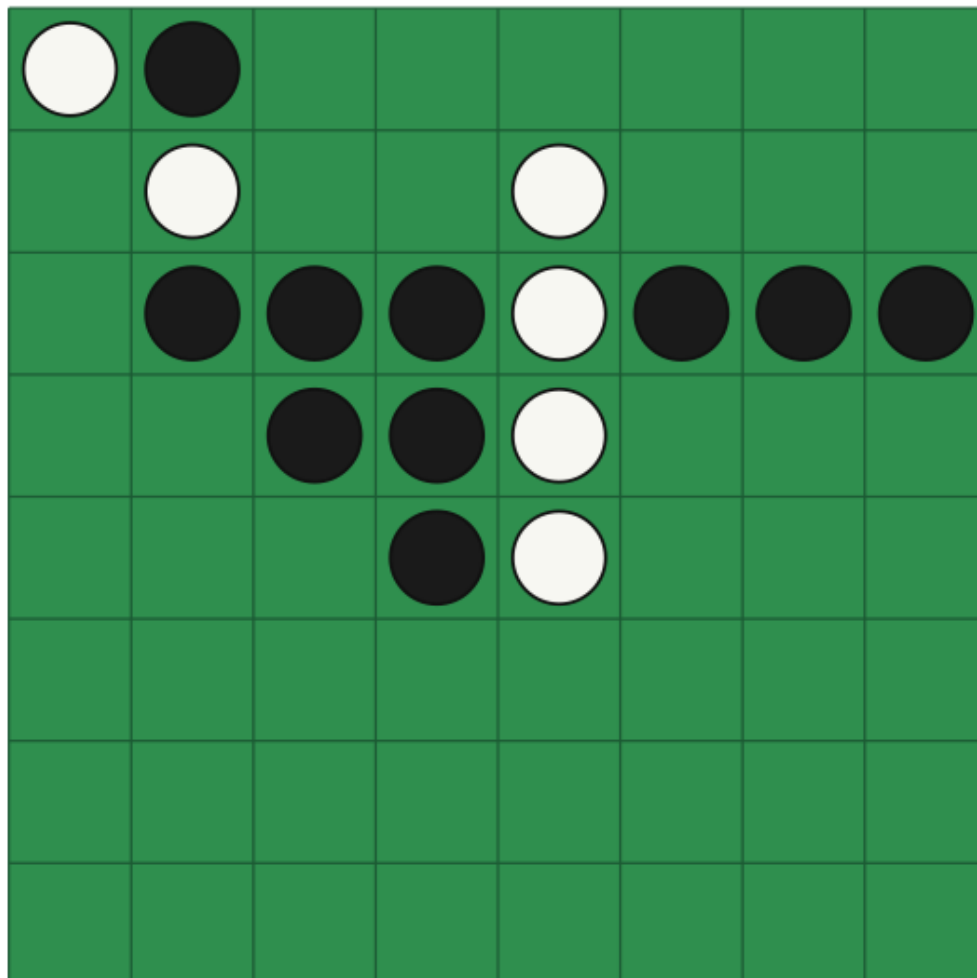
Play the ringed square — it flips more discs than any other legal move.

Reversi rewards the biggest capture; the ring marks the unique max-flip square.

Puzzle 9

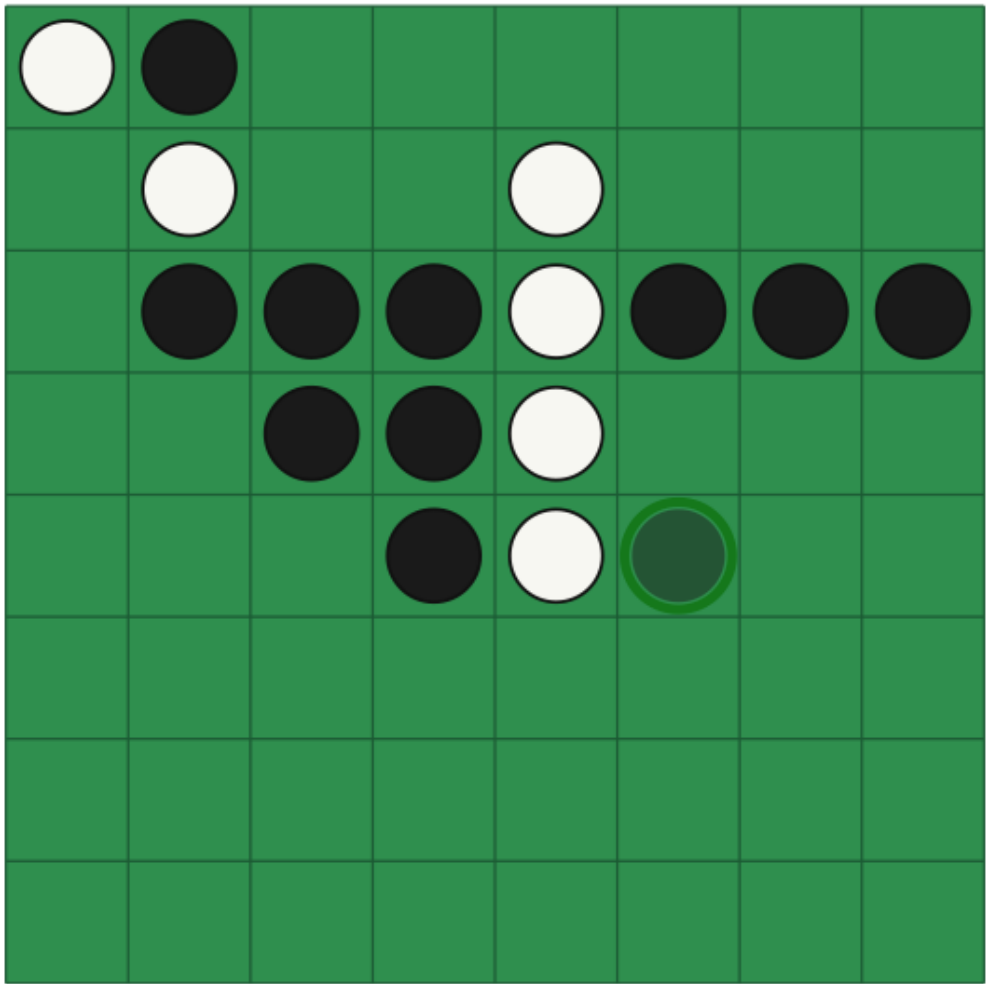
You (●) to move — which square flips the most?

You (●) to move — take the most discs



Puzzle 9 — Answer

You (●) to move — take the most discs



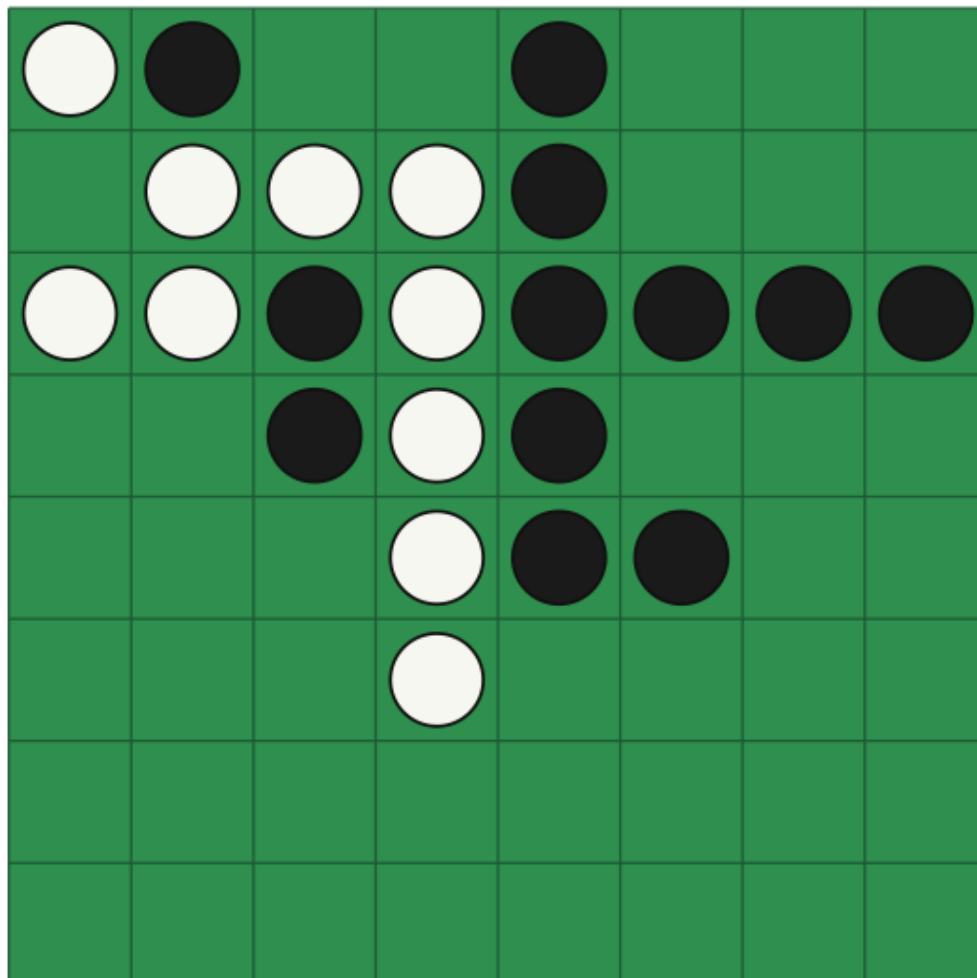
Play the ringed square — it flips more discs than any other legal move.

Reversi rewards the biggest capture; the ring marks the unique max-flip square.

Puzzle 10

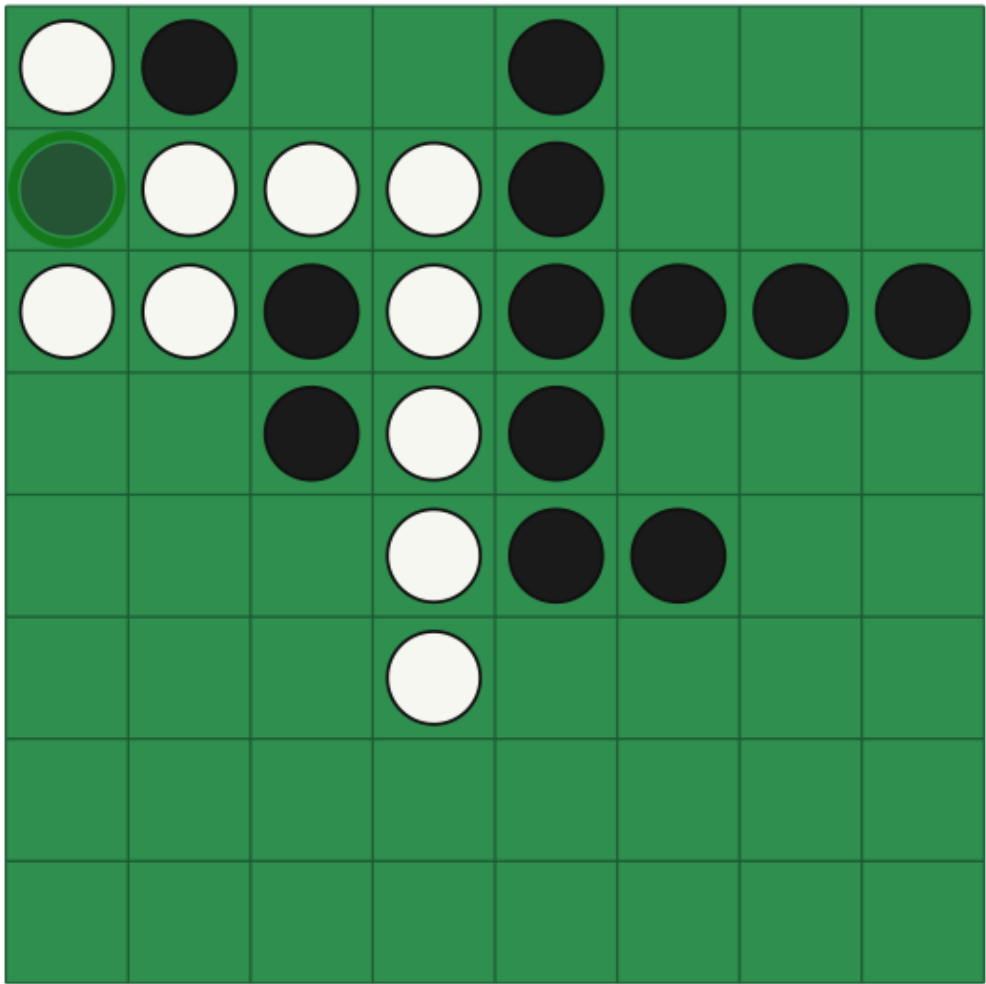
You (●) to move — which square flips the most?

You (●) to move — take the most discs



Puzzle 10 — Answer

You (●) to move — take the most discs



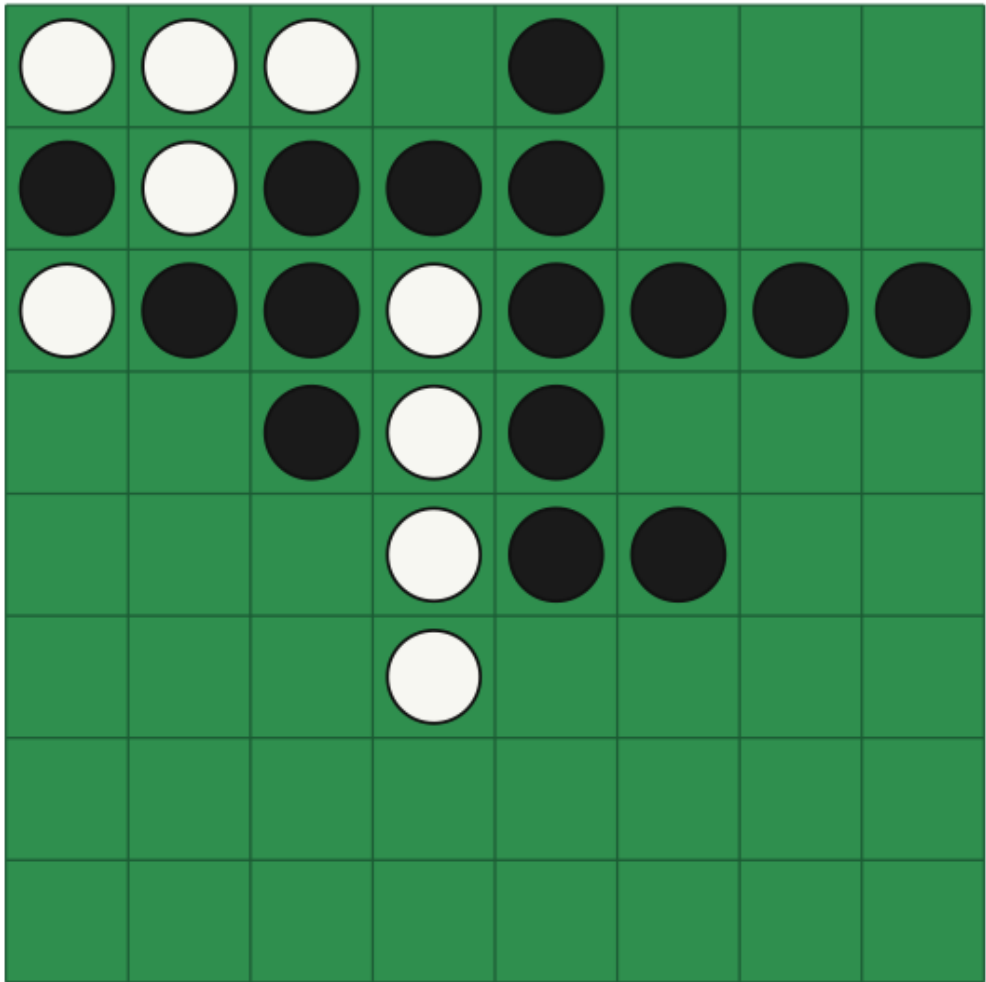
Play the ringed square — it flips more discs than any other legal move.

Reversi rewards the biggest capture; the ring marks the unique max-flip square.

Puzzle 11

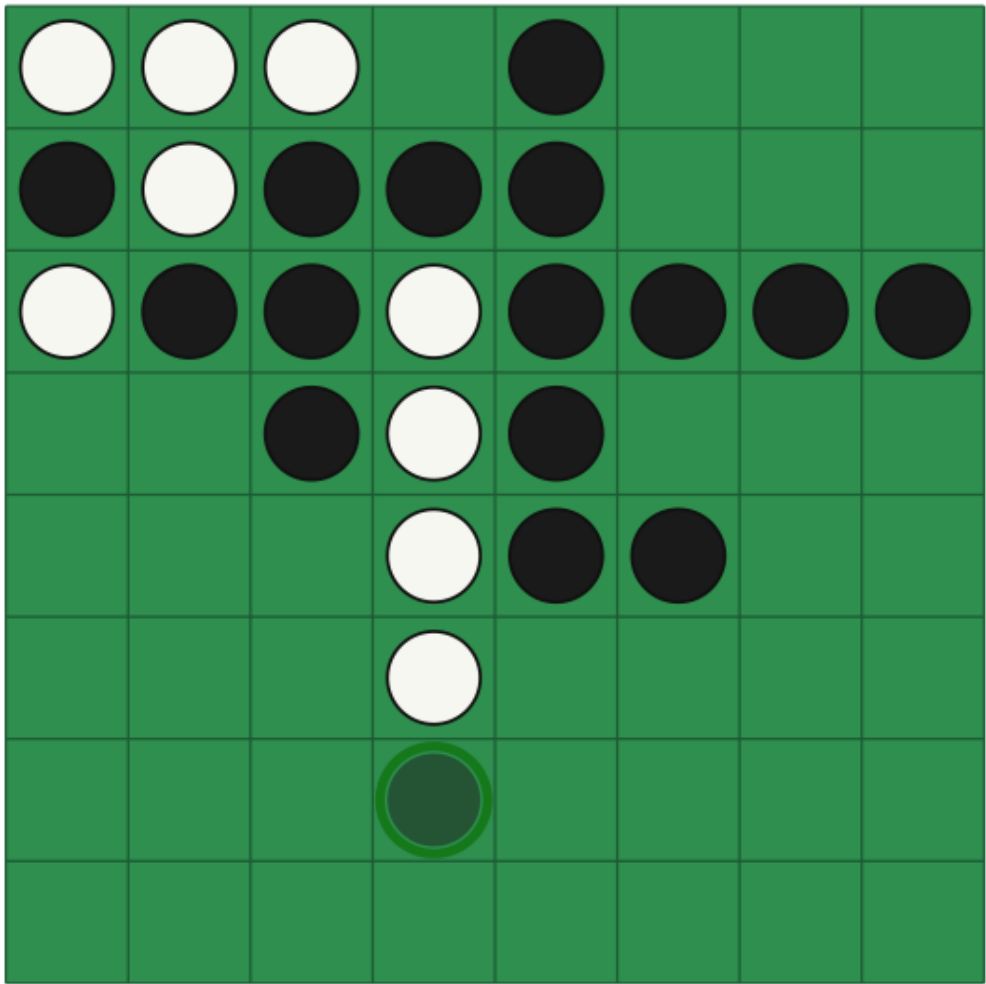
You (●) to move — which square flips the most?

You (●) to move — take the most discs



Puzzle 11 — Answer

You (●) to move — take the most discs



Play the ringed square — it flips more discs than any other legal move.

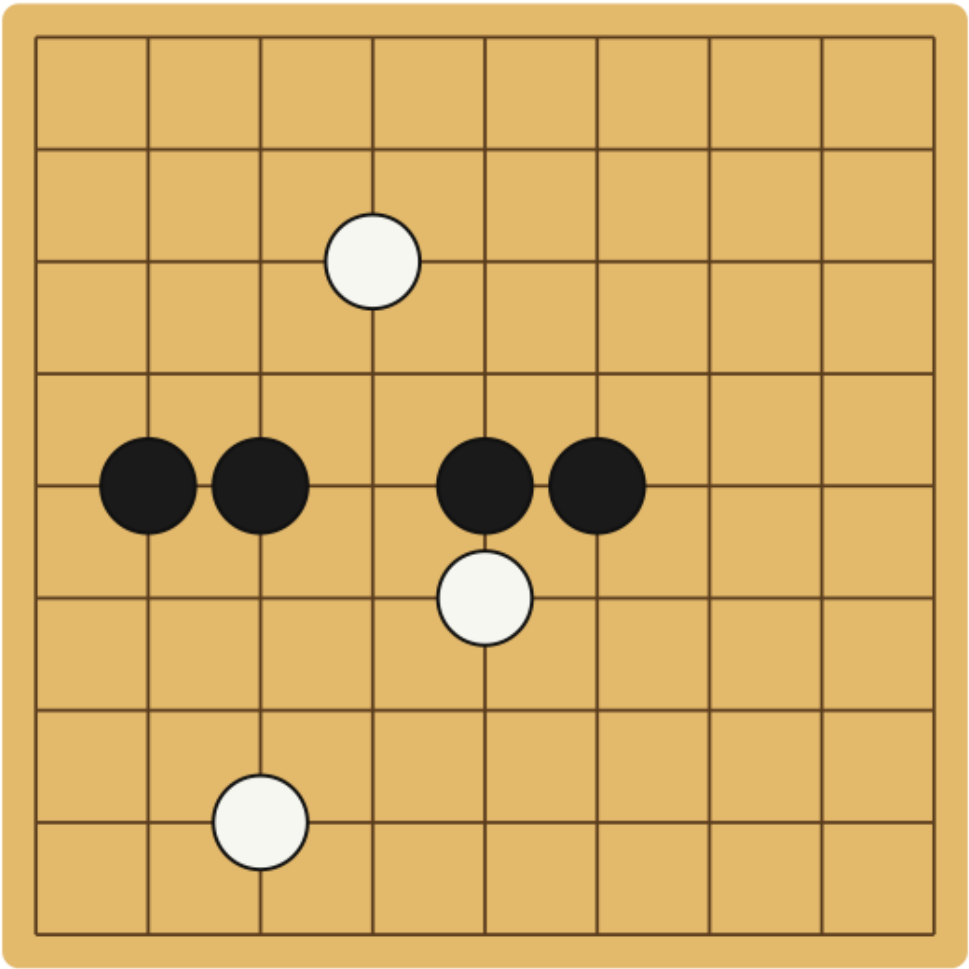
Reversi rewards the biggest capture; the ring marks the unique max-flip square.

Gomoku — Make Five

Puzzle 12

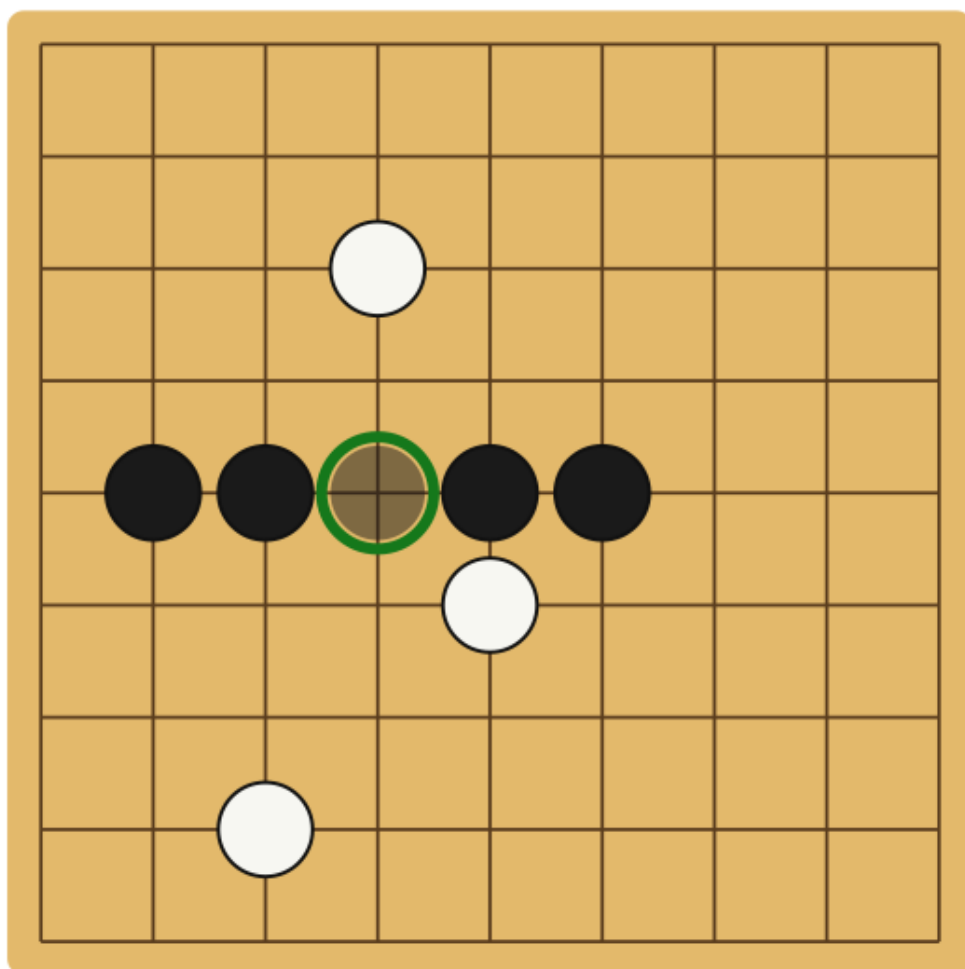
You (●) to move — where is the winning fifth stone?

You (●) to move — place the fifth stone



Puzzle 12 — Answer

You (●) to move — place the fifth stone



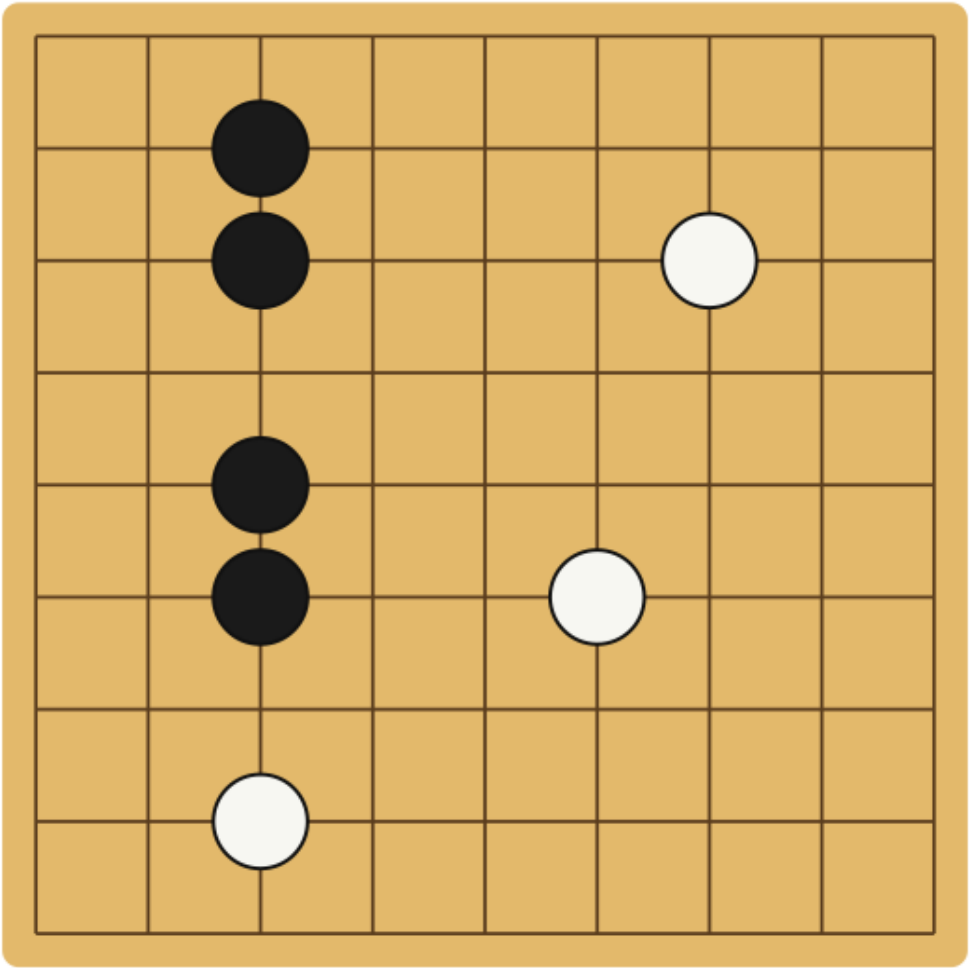
Play the ringed point — it completes five in a row.

Spot the broken or edge-blocked four; the ring is the only point that makes five.

Puzzle 13

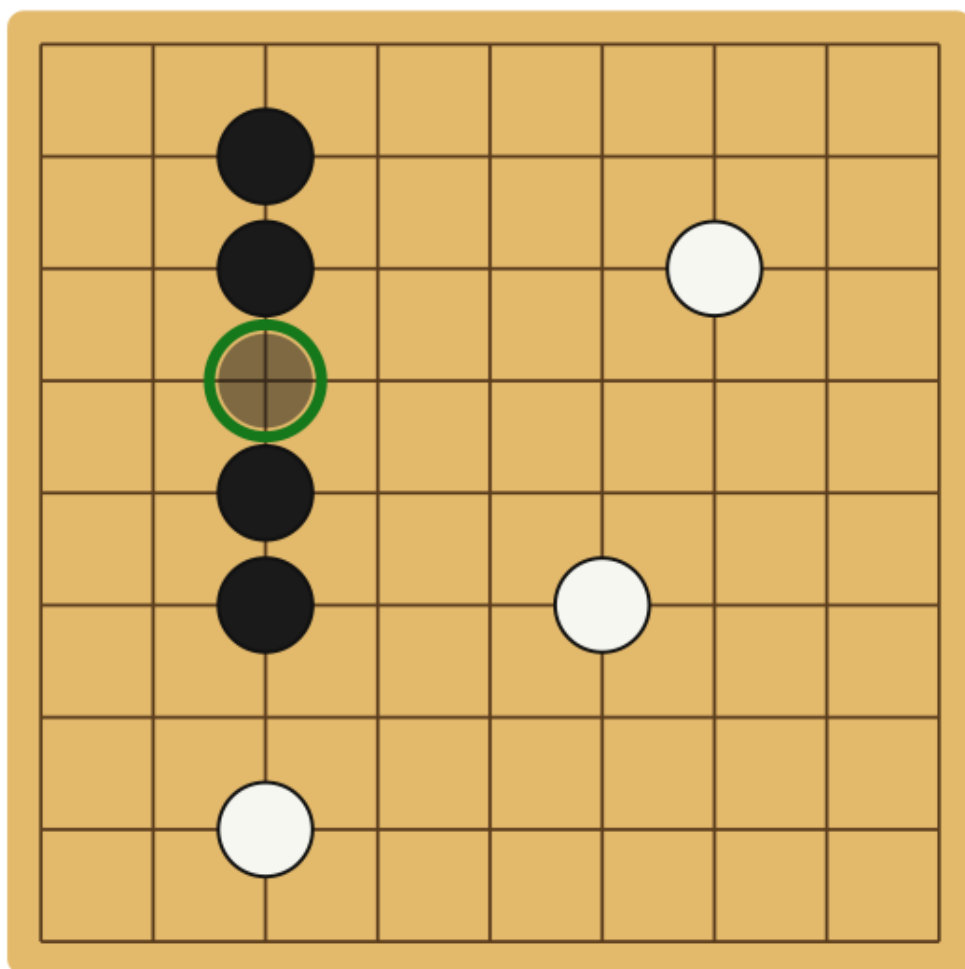
You (●) to move — where is the winning fifth stone?

You (●) to move — place the fifth stone



Puzzle 13 — Answer

You (●) to move — place the fifth stone



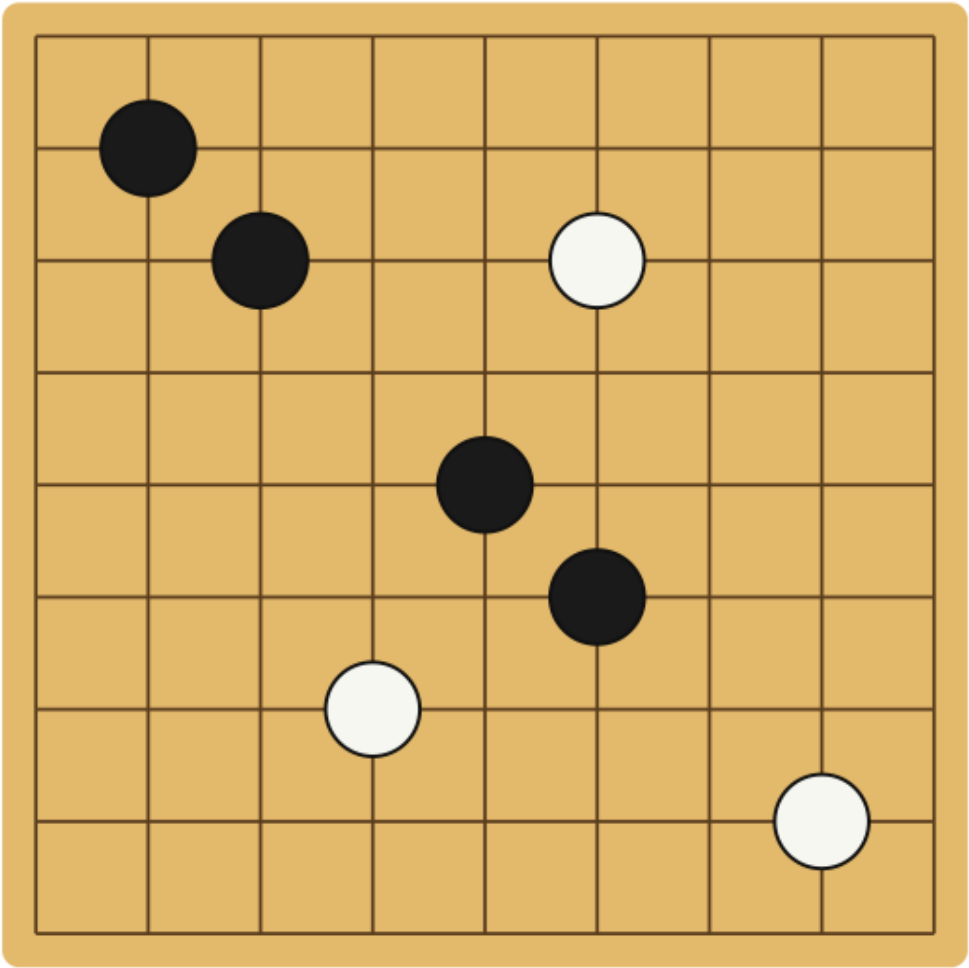
Play the ringed point — it completes five in a row.

Spot the broken or edge-blocked four; the ring is the only point that makes five.

Puzzle 14

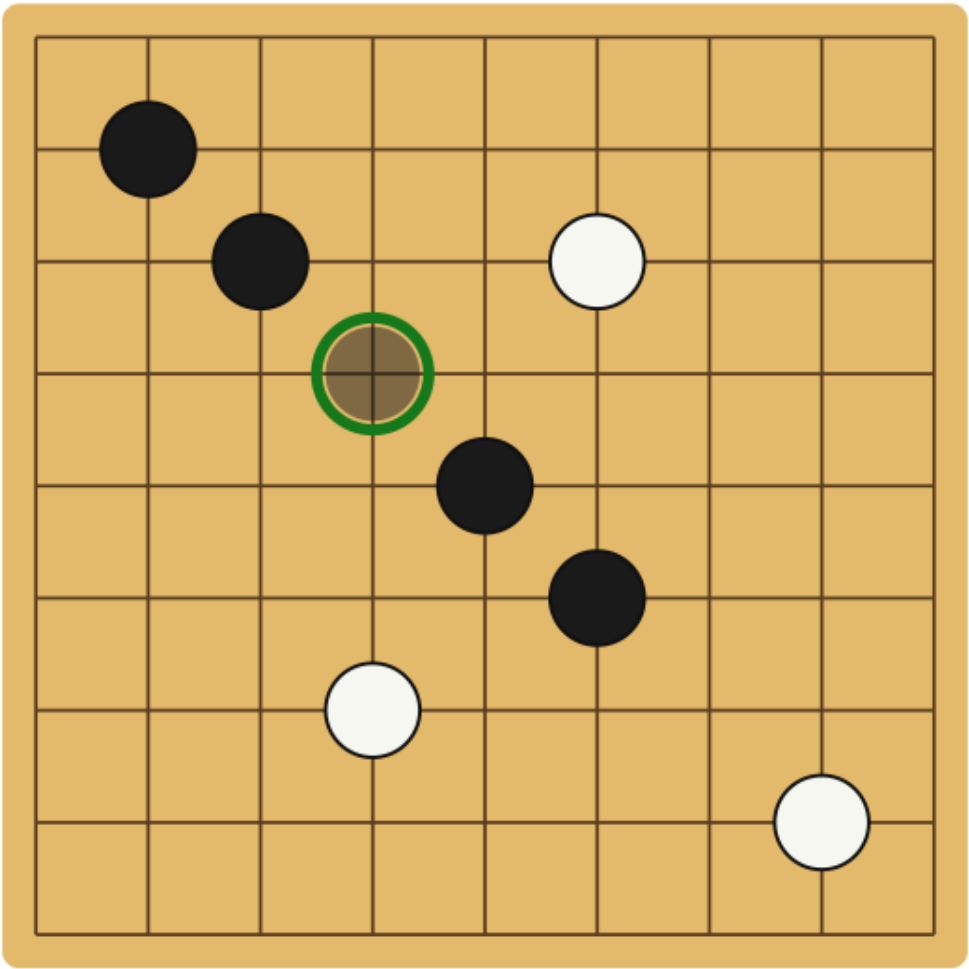
You (●) to move — where is the winning fifth stone?

You (●) to move — place the fifth stone



Puzzle 14 — Answer

You (●) to move — place the fifth stone



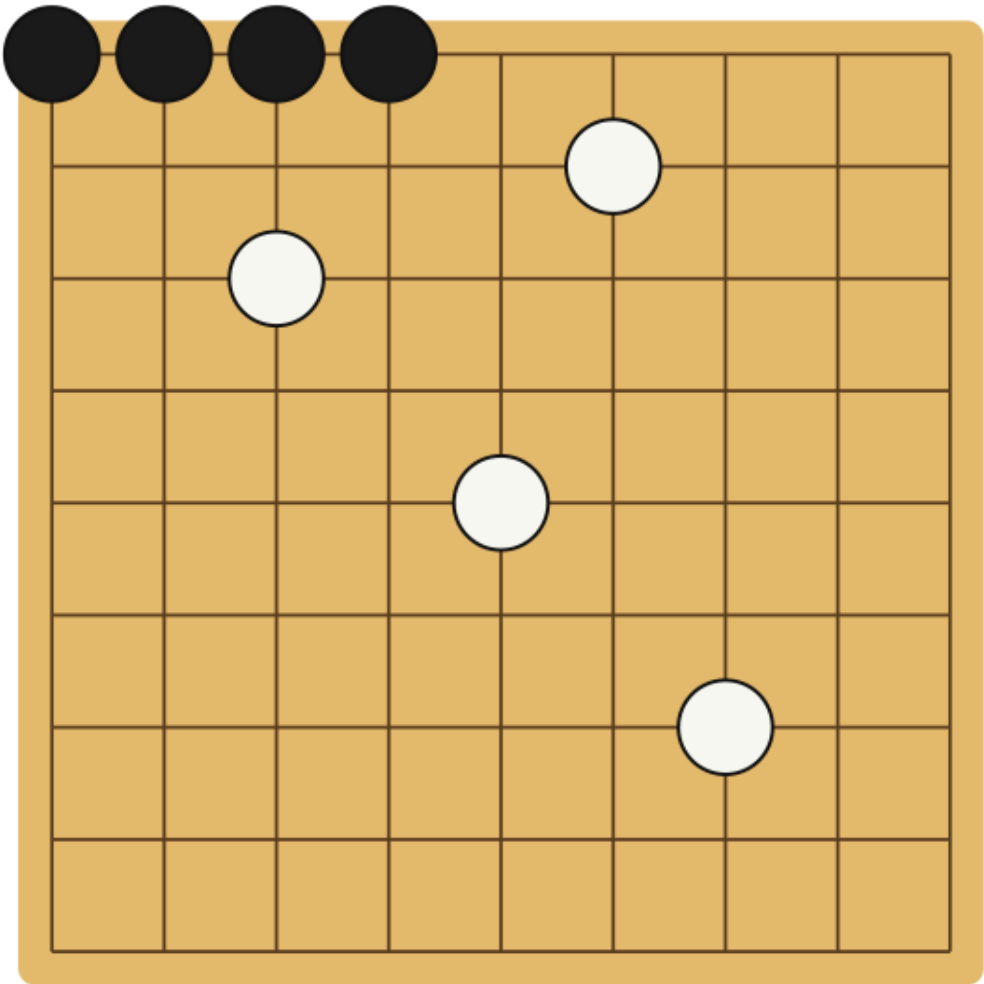
Play the ringed point — it completes five in a row.

Spot the broken or edge-blocked four; the ring is the only point that makes five.

Puzzle 15

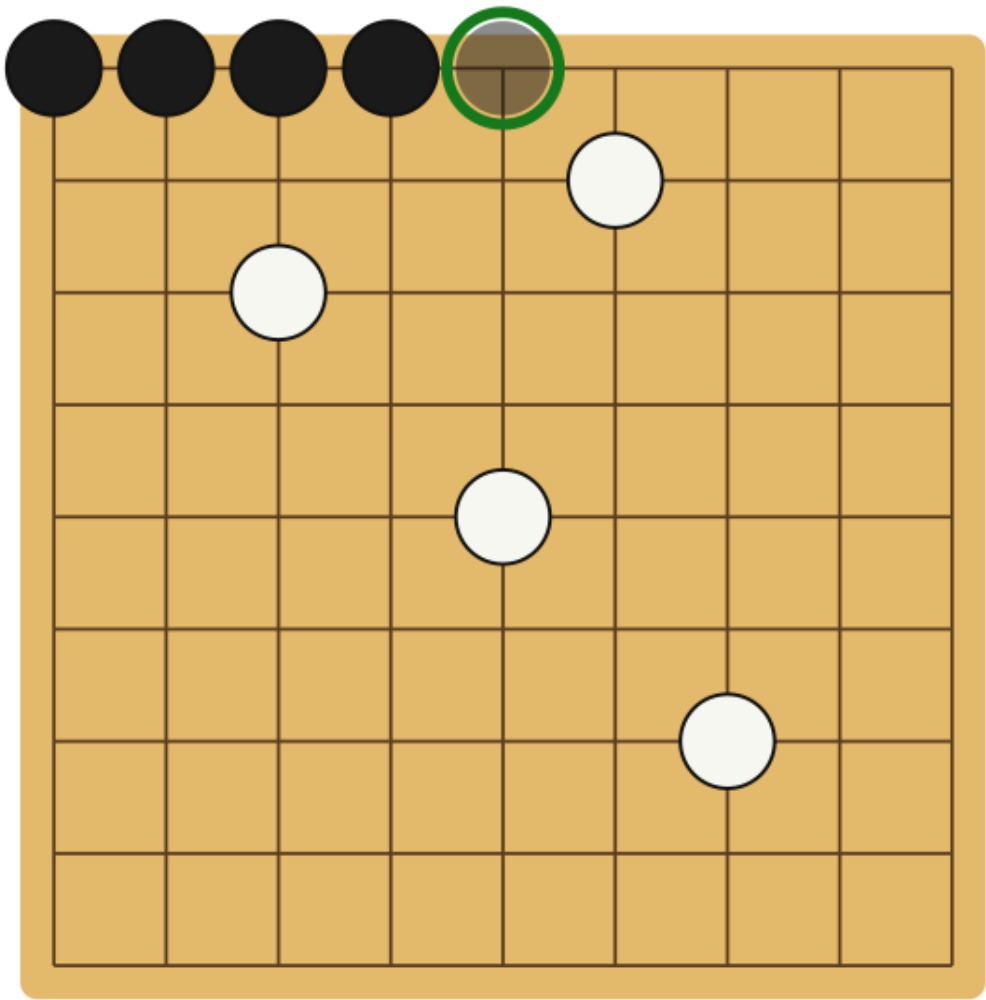
You (●) to move — where is the winning fifth stone?

You (●) to move — place the fifth stone



Puzzle 15 — Answer

You (●) to move — place the fifth stone



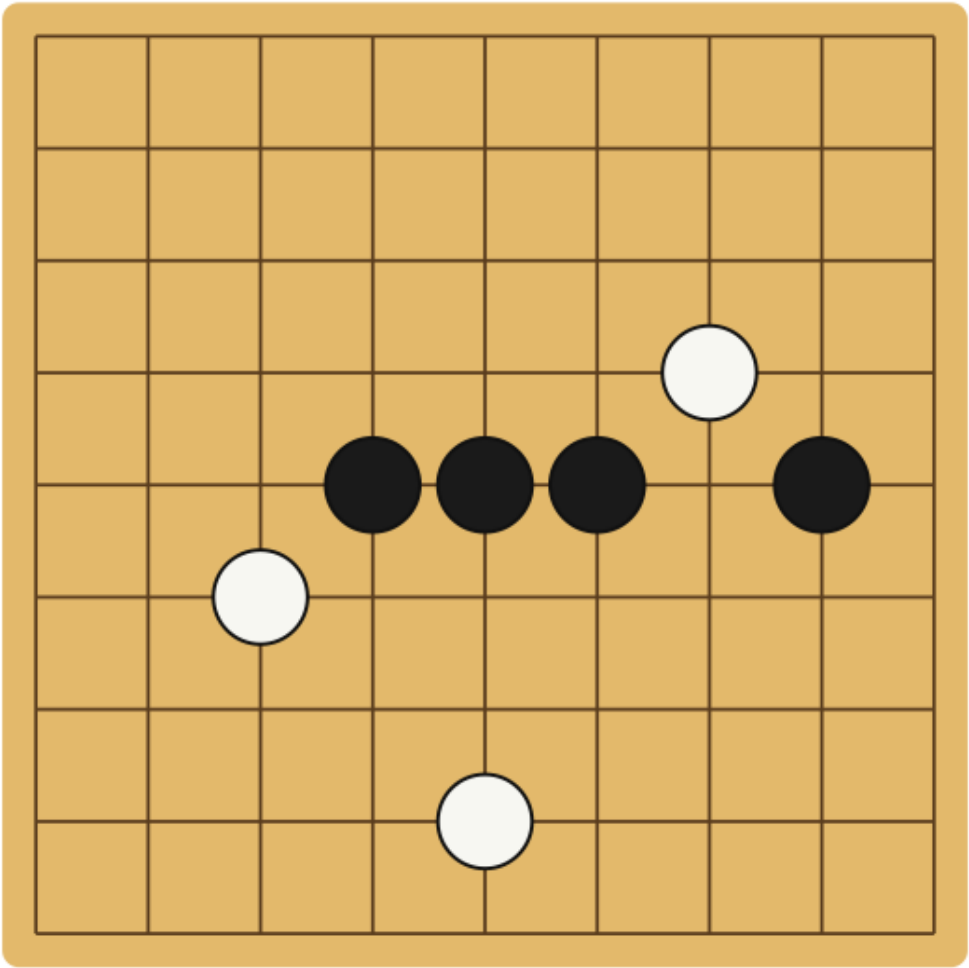
Play the ringed point — it completes five in a row.

Spot the broken or edge-blocked four; the ring is the only point that makes five.

Puzzle 16

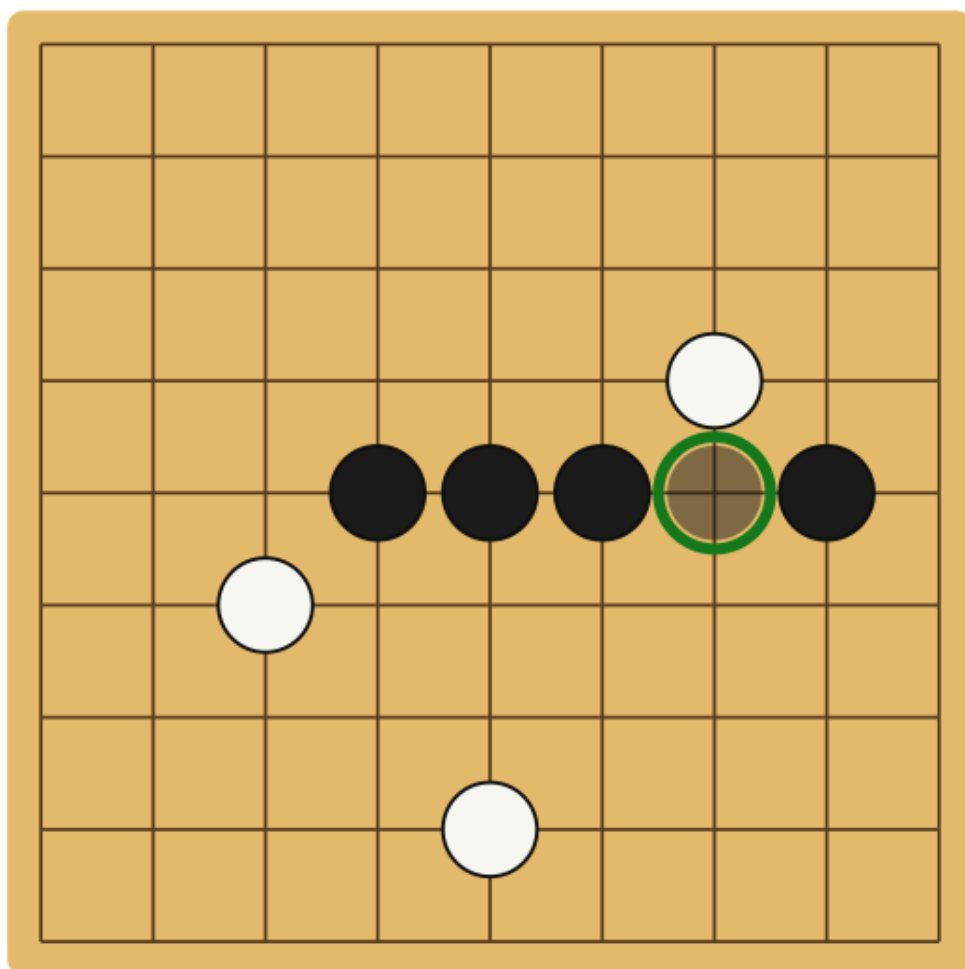
You (●) to move — where is the winning fifth stone?

You (●) to move — place the fifth stone



Puzzle 16 — Answer

You (●) to move — place the fifth stone



Play the ringed point — it completes five in a row.

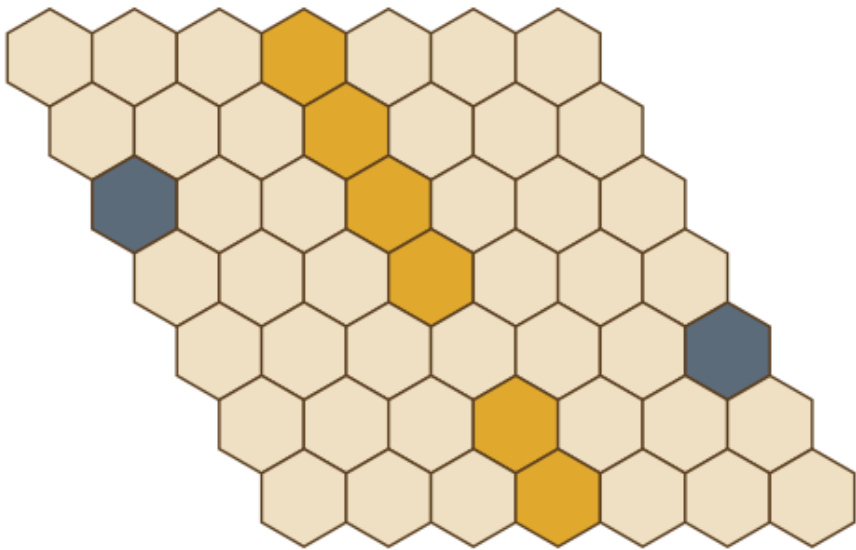
Spot the broken or edge-blocked four; the ring is the only point that makes five.

Hex — Build the Bridge

Puzzle 17

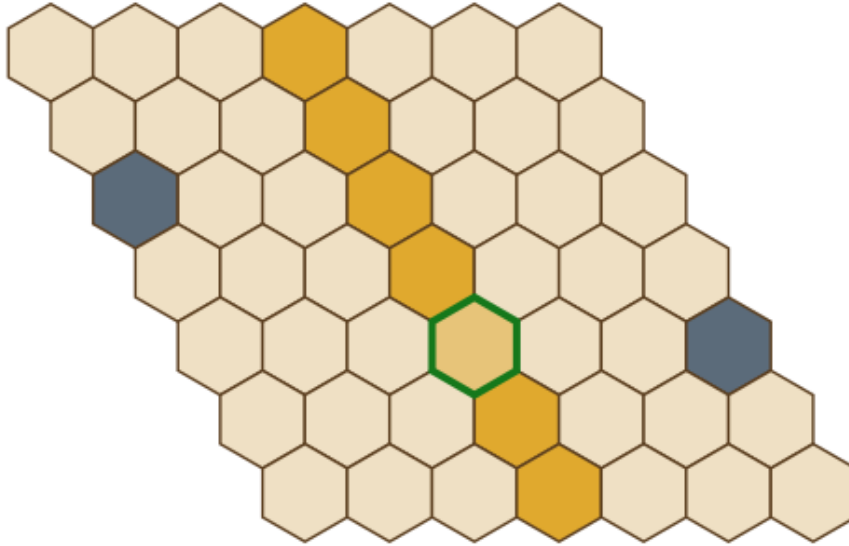
You (gold) to move — which hex completes the chain?

You (gold) to move — complete your top↔bottom chain



Puzzle 17 — Answer

You (gold) to move — complete your top↔bottom chain



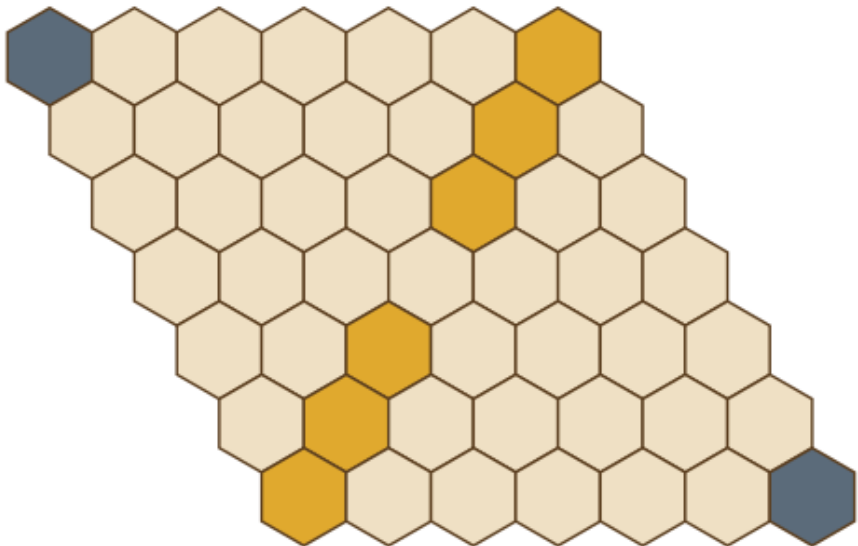
Play the ringed hex — it links your stones top to bottom.

Hex is won by an unbroken chain between your two edges; the ring is the connecting move.

Puzzle 18

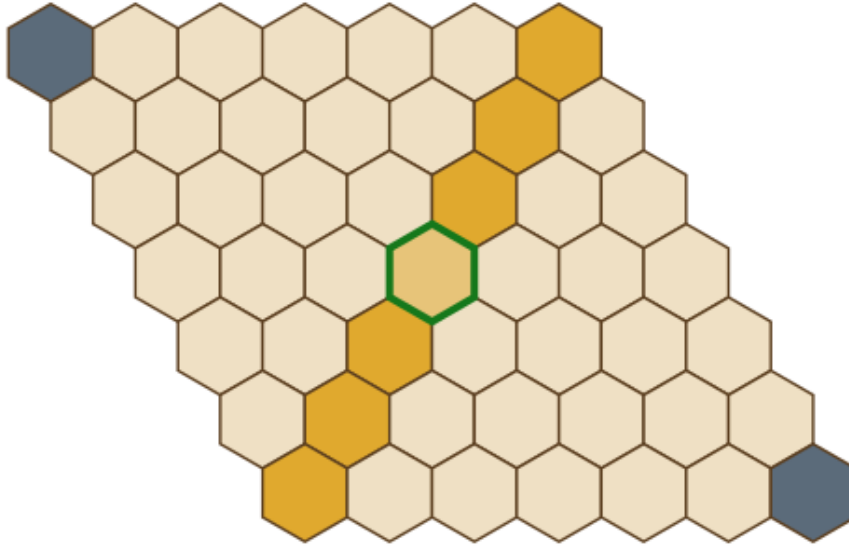
You (gold) to move — which hex completes the chain?

You (gold) to move — complete your top↔bottom chain



Puzzle 18 — Answer

You (gold) to move — complete your top↔bottom chain



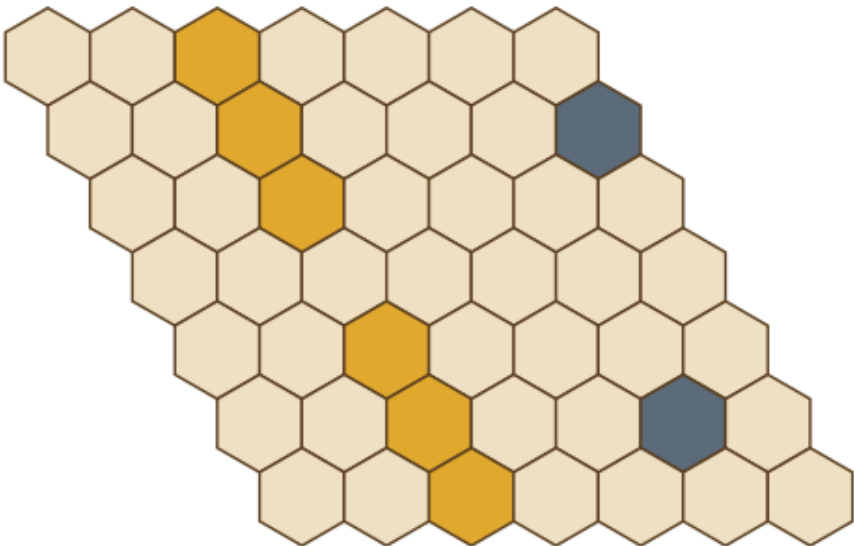
Play the ringed hex — it links your stones top to bottom.

Hex is won by an unbroken chain between your two edges; the ring is the connecting move.

Puzzle 19

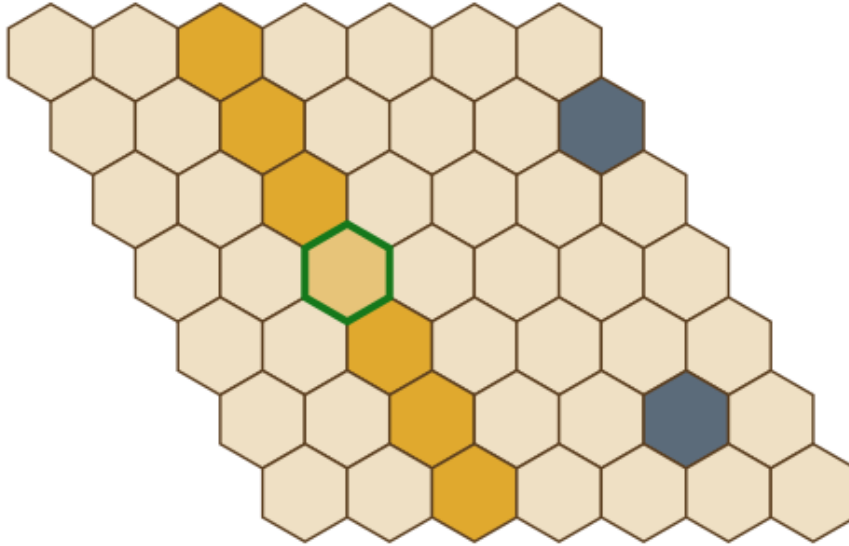
You (gold) to move — which hex completes the chain?

You (gold) to move — complete your top↔bottom chain



Puzzle 19 — Answer

You (gold) to move — complete your top↔bottom chain



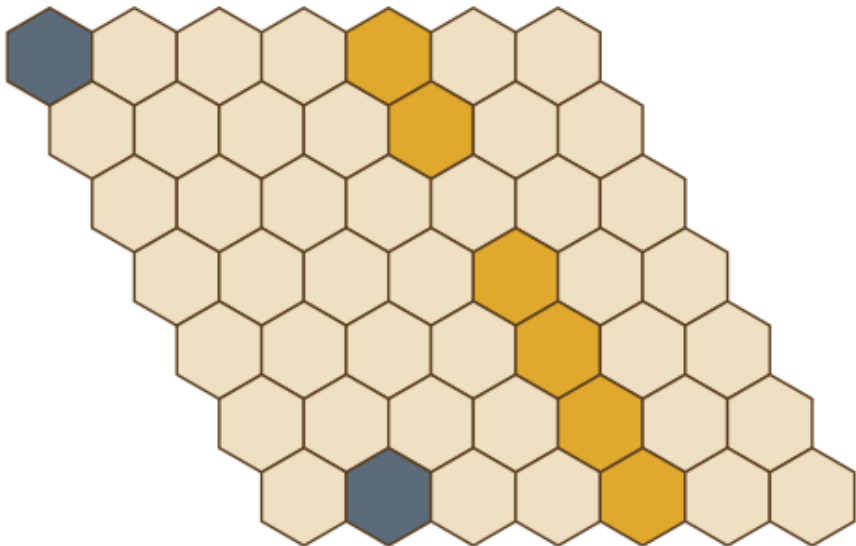
Play the ringed hex — it links your stones top to bottom.

Hex is won by an unbroken chain between your two edges; the ring is the connecting move.

Puzzle 20

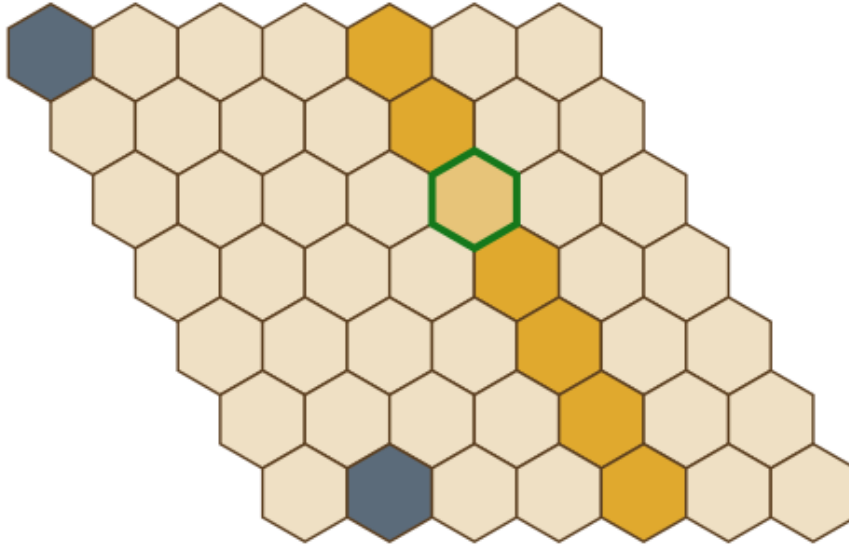
You (gold) to move — which hex completes the chain?

You (gold) to move — complete your top↔bottom chain



Puzzle 20 — Answer

You (gold) to move — complete your top↔bottom chain



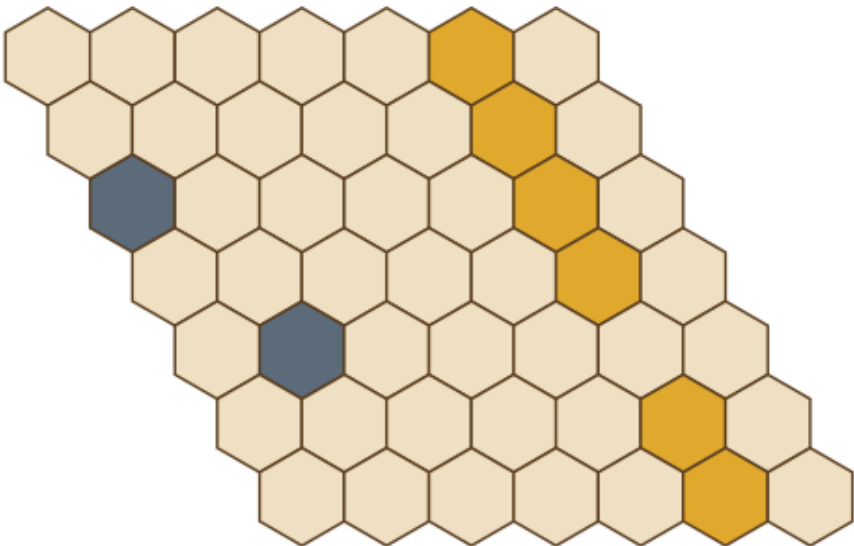
Play the ringed hex — it links your stones top to bottom.

Hex is won by an unbroken chain between your two edges; the ring is the connecting move.

Puzzle 21

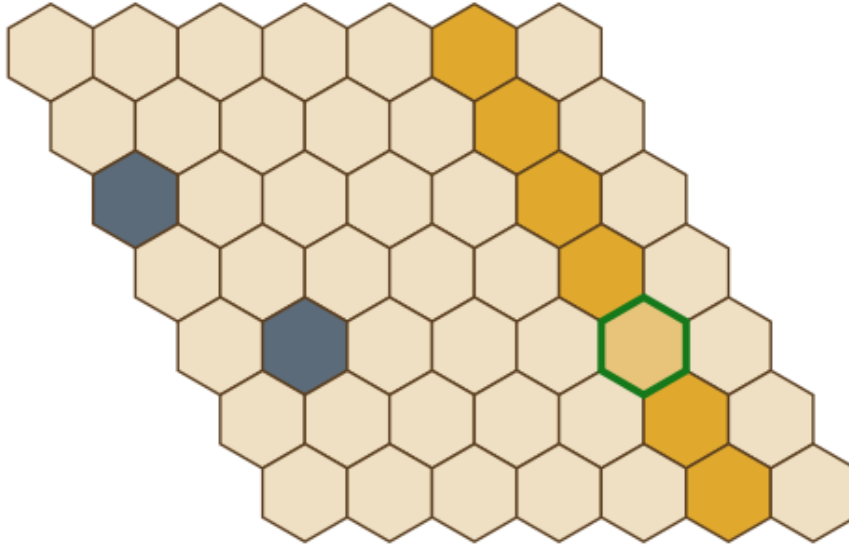
You (gold) to move — which hex completes the chain?

You (gold) to move — complete your top↔bottom chain



Puzzle 21 — Answer

You (gold) to move — complete your top↔bottom chain



Play the ringed hex — it links your stones top to bottom.

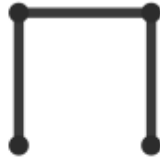
Hex is won by an unbroken chain between your two edges; the ring is the connecting move.

Dots & Boxes — Take the Box

Puzzle 22

You to move — which line completes a box?

You to move — draw the line that completes a box



Puzzle 22 — Answer

You to move — draw the line that completes a box



Draw the green line — it closes a box (shaded) and you take it (and move again).

The fourth side of an almost-complete box claims it — and earns another turn.

Puzzle 23

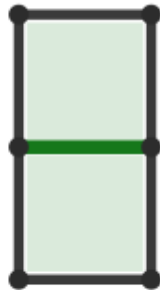
You to move — which line completes a box?

You to move — draw the line that completes a box



Puzzle 23 — Answer

You to move — draw the line that completes a box



Draw the green line — it closes a box (shaded) and you take it (and move again).

The fourth side of an almost-complete box claims it — and earns another turn.

Puzzle 24

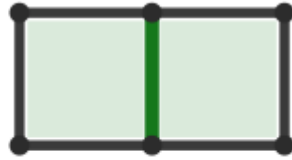
You to move — which line completes a box?

You to move — draw the line that completes a box



Puzzle 24 — Answer

You to move — draw the line that completes a box



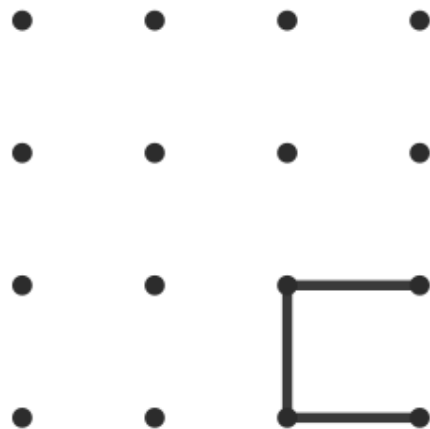
Draw the green line — it closes a box (shaded) and you take it (and move again).

The fourth side of an almost-complete box claims it — and earns another turn.

Puzzle 25

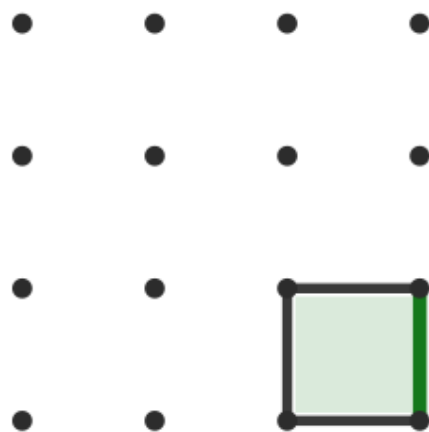
You to move — which line completes a box?

You to move — draw the line that completes a box



Puzzle 25 — Answer

You to move — draw the line that completes a box



Draw the green line — it closes a box (shaded) and you take it (and move again).

The fourth side of an almost-complete box claims it — and earns another turn.

Keep playing

Play the live tactics trainer at spark-and-anvil.org/play/gridforge and read the cast's strategy stories at spark-and-anvil.org/cast/gridforge.