

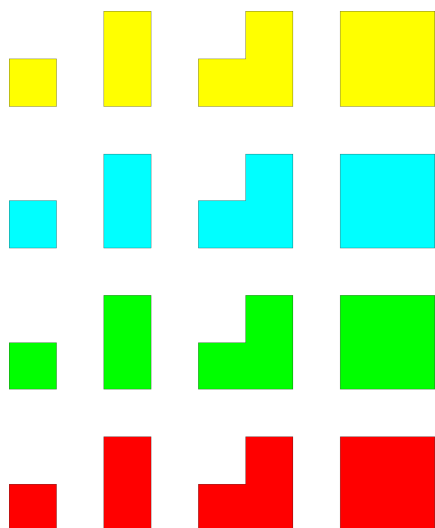
FOUR

A game for 2 players by
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FOUR is a game in which four shapes in four colours are placed in a virtual grid according to four constraints.

MATERIAL

Each player gets a set of 16 pieces, shown below.

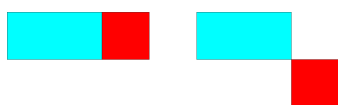


HOW TO PLAY

The game is played in a virtual grid according to the constraints, until one player cannot play. The last player to place a piece wins.

CONSTRAINTS

- **Connected:** after the first piece, each piece you play must touch at least one other piece orthogonally.



Correct.

Incorrect.

- **Different move:** you may not play the same **type** or **colour** that your opponent just played.
- **Not adjacent:** you may not place a piece adjacent to a piece of the same **type** or **colour**.



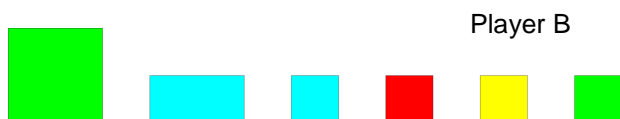
Incorrect.
Same shape

Incorrect.
Same colour.

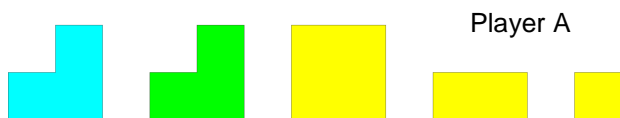
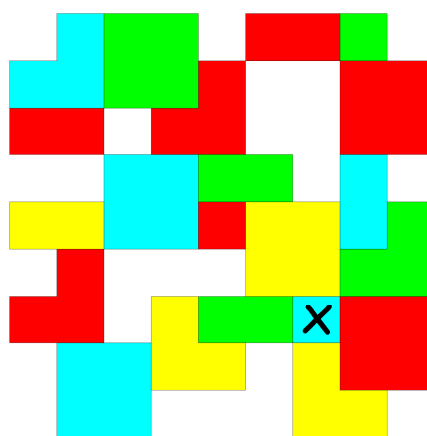
- **Virtual grid:** you may not play so that the playing area exceeds 9 squares in any direction.

EXAMPLE

Player A (bottom) has just played a small blue square (X). Player B (top) loses, as she can't make a legal move.



Player B



Player A

FOR YOUR FIRST GAMES

Play only with the pieces sized 1-3; the playing area may not exceed 7 squares.