

Aqualin is a 2 player abstract strategy board game played on 6x6 game board. There are 6 shapes of 6 colors making up 36 tiles. I used 6 of the 8 shapes and colors I used in the Niya game.

Player 1's goal is to try to make large groups of the same shape, while player 2 is trying to make large groups of the same color. Points are given as follows for each group of shapes and colors: 1=0 points, 2=1 point, 3=3 points, 4=6 points, 5=10 points and 6=15 points.

At the start of the game, the 36 tiles are mixed up and 6 random tiles are placed next to the board face up while the rest of the tiles are in a stock pile face down.

The first player chooses 1 of the six tiles and places it anywhere on the board. That tile taken from the side is replaced by another random tile. The next player and all sequential turns play as follows; the player taking their turn has the option of sliding 1 of the tiles already on the board in a straight line, except diagonal, any number of spaces without jumping over other tiles. Next that player must choose any tile on the side of the board and places it on any vacant space on the board.

After all 36 tiles are placed on the board the shape and color group scores are displayed and the winner is declared. If the player scores are equal, then the game ends in a tie. The players are asked if they want to play again.

Game Controls:

Keyboard <Y> or <N> to answer "Play Again".

Keyboard <ESC> to switch between Window and Full Screen.

Mouse Left Button to choose tiles to put on the board and space of tile to slide and space to slide to.

After a player chooses a tile on the board to slide, that player can choose a different tile to slide by clicking on a different tile. If the player decides not to slide a tile, they can click on the same tile already chosen, and the player is given the option again to "Slide a Tile" or "Place a Tile". If the player after choosing a tile to play on the board, can choose a different tile to play by

selecting a different tile before it is placed on the board.