

PATTERNS

Patterns is a 2 player abstract strategy board game. The game consist of:

An 8X8 game board with corners removed,
54 dual sided playing pieces in 6 different colors of 9 each.
12 player markers, white with black numbers for player 1 and purple with white numbers for player 2, numbered from 1 to 6 each

The object of the game is to score the most points at the end of the game. The game ends when both players can not make a playable move.

During board set up, 1 of each color pieces are chosen and 2 of those pieces are randomly picked and put aside. The 4 remaining pieces are randomly placed in the 4 center squares on the board. The rest of the board is randomly filled with the remaining pieces. Since player 1 usually has an advantage of going first, player 2 is given the option of choosing which 1 of the 2 color pieces, that were put aside, to keep and the other piece goes to player 1.

If you take a look at the pieces on the board, you will notice a brown ring round the pieces. While the 2 pieces put aside, are solid in color, are the reverse side of the pieces on the board

Notice there is a player 1 section and a player 2 section. In each section you'll find 6 marker pieces numbered 1 to 6. These markers are placed on the piece which started a new color group on the board for themselves. These markers score no points at the end of the game. There is also a blank spot beside each marker reserved for the color piece they declared with that marker.

Below the player markers, you'll find the piece that was put aside and was appointed to that player. I like to refer this as the piece in their hand. This piece is solid side up and is placed on the board as so.

A player usually has 2 options of moves they can make: playing the piece in their hand and swapping it for one already on that board position. Or flipping

over a piece already on the board. from having a brown ring to a solid color piece.

When a player plays the piece from their hand and it's a color they haven't played yet, That player is starting a new color group for themselves and a marker is placed on top of it in their color indicating that position on the board starts a new color group. The markers are placed from lowest to highest. Their first color group will have the marker with the number 1, the second with number 2 and so on.

When a player plays a piece from their hand that is the same color as a color group that have already started, that piece can only be played orthogonal adjacent to their marker piece of that color or to a piece that is linked to that starting piece.

When a player decides to flip over a piece on the board from a having a brown ring to a solid piece, that piece must be linked to the starting piece of that color or a piece that has been previously linked to that starting piece.

Once a piece is either placed on the board from their hand or already on the board and then flipped to the solid side and is orthogonally placed next to the marker piece of that color, that piece just played becomes linked to the starting piece of that color. Or if it had been played orthogonally adjacent to a piece of that color already linked, that piece played is now linked.

All of the pieces linked to the starting piece will be worth the number of points on the marker piece each. Pieces linked to the marker piece of 1 will be scored 1 point each at the end of the game. Pieces linked to the marker piece with number 2 will be scored 2 points each at the end of the game and so on.

Some restrictions are applied to pieces being played either from their hand or already on the board. ONLY pieces on the board with the brown ring can be flipped or swapped with the piece in their hand. A piece MUST be played orthogonally adjacent to the marker piece or linked piece of the same color

when NOT starting a new color group. A player is NOT allowed to play a piece which will join both players linked pieces of the same color together.

Be careful which color piece you swap from the board into your hand, especially latter in the game when the board starts filling up with linked pieces. If there is no available space to link the piece in hand to your group of pieces on the board of that color. You will NOT be able to play that piece from your hand in future moves. The only move you will have left is flipping over pieces on the board. Once you have flipped all of that pieces on the board you can and can not play the piece in your hand, you have NO playable moves to play and you'll be given a message at the start of you turn indicating so. Your opponent will be able to continue playing as long a they have playable moves.

Once both players has no more playable moves then the scoring is done and the winner is declared. During scoring, all of your playing pieces linked to your marker pieces are removed from the board a are overlapped stacked next to the marker which is assigned to that color and a score for that marker will be displayed next to the marker. A total will be added at the bottom. All marker pieces and pieces not linked to a color group will remain on the board.

Hope you enjoy playing.