

ONE PIECE FOR TWO

One Piece for Two (1♣42) is played by 2 players.

GAME CONTENTS

1 game board. The game board shows a grid, called game grid.

20 identical game pieces. Each piece has two colored halves (red and blue).

GAME CONCEPT

Players alternately place a two-colored piece on the board. These two colors are the game colors, one for each player. Therefore, when a player places a game piece on the board, this player inevitably also plays with the color of the opponent. Hence, the player at move has to consider the strategic value of both newly placed colors, the own color as well that of the opponent. After each move, both newly placed colors are counted for how many consecutive colors are formed in a line, horizontally, vertically, or diagonally. If this is four or more for one game color, but not for the other color, then the player with this game color wins. In all other cases, there is no winner and the game simply continues.

RULES OF THE GAME

Start.

The youngest player starts the game. Thereafter, the loser of the previous game starts the next time 1♣42 is played. The player who starts also divides the two game colors (red and blue, the colors of the game piece), one for each player. The other player chooses one of the 4 edges of the game board on which the game pieces will be placed. This edge is called the game edge. In all shown figures, the game edge is at the bottom of the figure.

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Placing a game piece.

Players alternately place a game piece from the game box on the game grid. A game piece can have 4 different orientations as shown in [1]. A piece is correctly placed when (a) the grid marking is visible through the round holes in the game piece and (b) there are no free grid elements between the game edge and the newly placed game piece as illustrated in [2].

Empty game box.

If all pieces have already been placed, the player at move first removes a game piece of choice and then places it in a different location on the grid, not overlapping with the previous location of the game piece in the grid. After relocating the game piece, all game pieces must remain correctly placed as described above.

The winner.

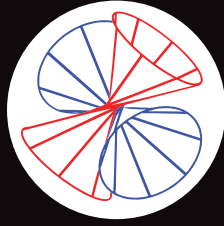
After each move, both players count the number of consecutive game colors in the 4 directions (horizontal, vertical, and 2 diagonal directions) indicated on the grid markings of the newly placed game piece. If there are 4 or more in a row for one game color, but not for the other color, in one or more directions, then the player of that game color wins. In all other cases, there is no winner and the game continues.

Examples.

In [3], the blue player places a piece in the grid. There is no winner because 4 consecutive colors are counted for both game colors. In [4a], the game continues and red wins (4 consecutive colors only for red). [4b] shows another winning move for red (5 consecutive colors only for red, blue has less than 4).

In [5a], all 20 game pieces have already been placed. The player with red is now on turn [5b]. This player removes the indicated piece and relocates it as indicated in [5c].

In [6], the player with the blue game color starts and wins on the seventh move (actually, already by move 5 blue is sure to win the game at move 7).



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