

# Contents

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- A quadratic board depicting a four by four grid with 16 fields
- 12 shape cards depicting a figure made out of 5 red squares in a grid
- 16 green player pieces
- 16 blue player pieces
- 16 yellow player pieces
- 2 dice

# Setup

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- The board is placed in the center of the table.
- Both players sit on opposite sides of the board.
- One player gets all the yellow pieces, the other player gets all the blue pieces.
- The green pieces are put to the side of the board so that both players can reach them.
- Each player gets a die.
- Both players roll their die once, the player with the higher roll gets to pick one shape card for themselves and then one for the other player. After that the other player gets to do the same.
- Both players place their shape cards in front of their side of the board. Each player is permitted to pick up and rotate their own cards.
- The player with the higher roll goes first.

# Rules

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The player who first completed both their cards in any order wins. To count as completed a card's figure needs to be formed out of pieces on the board. The figure can have any rotation and position. It must consist of at least two pieces of the player's color and any amount of green pieces. Green pieces played by the other player count too.

Each turn each player takes one of the following actions:

- Put a green piece on any unoccupied field. Unoccupied fields do not have a card on them.
- Put a piece of their own color on any unoccupied field. The other player can contest this action. If the action is contested both players roll their die. If the other player's roll is higher, no piece is allowed to be put on that field by the player for this turn. The player gets to choose an action again. This second action can not be contested.
- Declare that they have completed a shape card. If the shape card is indeed completed all pieces that form the figure are removed from the board. Each piece is returned to the pile it came from and can be played again.
- Remove and return all the pieces of their color from the board. If both players choose this action in the same turn the green pieces are removed and returned too.

# Variations

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- Extreme Mode: If a player completes a shape card they get to pick another one. The player who completes the most shape cards wins.
- Thief Mode: A player may complete the shape cards of his opponent. If the completed shape card was the last one, the player who completed it wins instead.
- Revenge Mode: Each player has a revenge counter that starts at 0 points. Every time a player's roll is lower their revenge counter goes up by one point. Instead of the usual actions a player may choose to enact revenge. They roll a die. If the value is 6 they get to choose from any of the actions. Otherwise they can only choose an action if they have the required amount of revenge points.
  - 4 points or more: Switch one piece of the opponent's color with a piece adjacent to it.
  - 7 points or more: Replace one piece of the opponent's color with one of your own color.
  - 13 points or more: Remove all pieces of the opponent's color.
  - 100 points or more: Switch one of the opponents shape cards with one of your own.

Afterwards their revenge counter is reset to 0.

- Expert Mode: Shape cards are picked randomly and hidden from the other player.