

# blue

A board game for 3 players with a variant for 2,  
by **Néstor Romeral Andrés**

## INTRODUCTION

**BLUE** is a three-coloured tile-laying game for three players. It is a crossbreed of the games RED and HONG, by the same designer.

The three colours in the game are white, gray, and blue, and each player will be a different colour. There are three types of tiles:



As you can see, each tile has a segment and 2 semicircles, each of a different colour. There are 3 combinations in total.

A **row** is a straight line of **one or more** aligned segments of the same colour with a semicircle of that colour on each end. A **spot** is a circle made of 2 semicircles of the same colour with no segments in between.



a white row

a white row

a white spot

Players place tiles on the table trying to create as many rows and spots of their colour as possible.

## MATERIAL

- 18 tiles of each type (54 in total)
- 18 black counters
- Three counters (white, gray and blue)
- Carrying case

## RULES

Place all the tiles face-up in a pool, leaving room to play the game.

Each player is assigned one of the three colours by some agreeable method and takes the corresponding counter; the counters just show which player is which color. The order of play is White player, then Gray, then Blue. Players take turns placing **any** tile from the pool on the playing surface according to the following rules:

- Tiles must be placed so that they align with an imaginary grid of squares and adjacent to at least one previously placed tile (with the exception of the first move, of course).

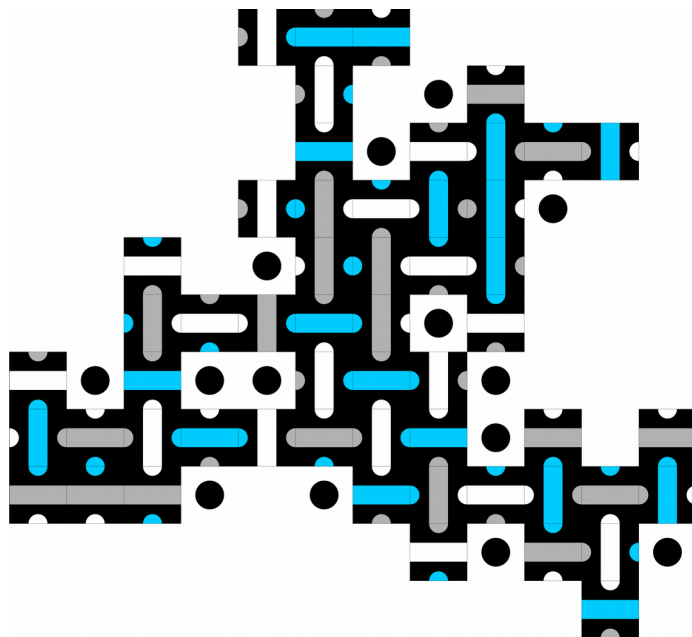
- The colours on the sides of the tiles must always match with their neighbours.

As soon as there is an unplayable space, you can place a black counter on it for clarity (spaces with two adjacent sides of the same colour).

The game ends when there are no available moves.

## SCORING

Rows count as 10 points, no matter how many segments they have. Spots count as 1 point. The player with the most points wins.



Endgame example:

White has 9 rows and no spots, for a total of 90 points.

Gray has 8 rows and 1 spot, for a total of 81 points.

Blue has 7 rows and 3 spots, for a total of 73 points.

White wins the game.

## VARIANTS

Pool tiles are face-down. You must play the tile that you pick up.

For shorter games you can also use fewer tiles, but always the same number of each type.

## 2-PLAYER VARIANT

Play with all the tiles, but only two of the colours will be player colours. The third will be useful only for blocking.

## STRATEGY

Extend your opponent's rows and also create unplayable spots to block the other players. Close your rows as soon as possible.