

36

A board game for 2 or 3 players
by **Néstor Romeral Andrés**

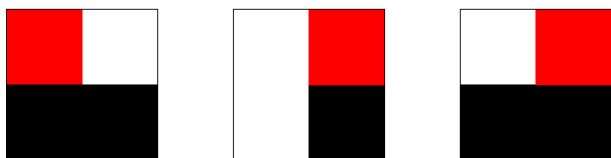
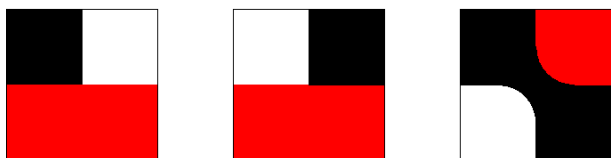
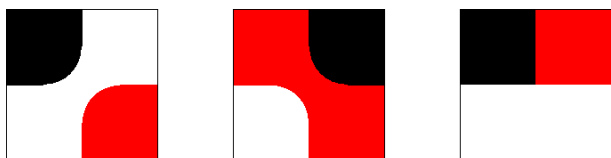
INTRODUCTION

36 is a seeding game where 2 or 3 players strive to get rid of their counters as soon as possible.

The board is modular, created by assembling 9 different tiles into a 3x3 square.

MATERIAL

- These 9 tiles:

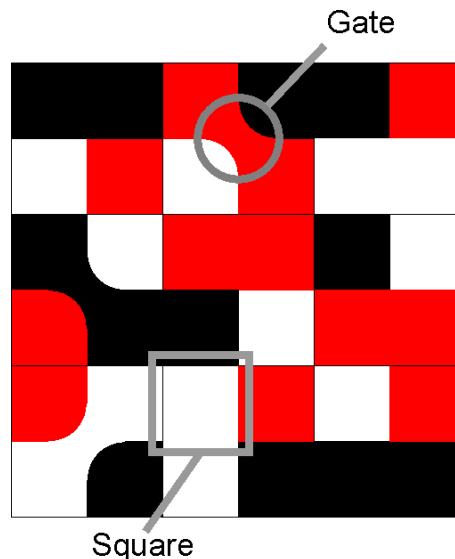


- 36 counters in 3 colours (12 each).
- One pawn for each colour.

SETUP

Randomly arrange the 9 tiles into a 3x3 board.

The board is then composed of 36 small 'squares' in 3 colours. Some of them are connected by a 'gate' (see figure below).



Setup example

Determine the starting player by any peaceful means. Players take turns in clockwise order.

With playing order being A, B, C, player C chooses a colour, then player B, then player A.

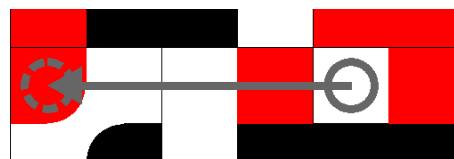
Each player takes all the counters and the pawn of that colour.

RULES

Players, in playing order, place their corresponding pawn on any empty square of the board of the same colour as their pawn.

From now on, on your turn, you **must** do only **one** of these two things:

- Move your pawn in a straight line, parallel to a border of the board, as many steps as you want to an **empty** square.



Example: white moves in a straight line.

- Move your pawn to an adjacent **empty** square connected by a **gate**.



Example of gate movement.

Then, if you can, place a counter from your reserve **of the same colour as the destination square** there. Finally place your pawn on top of it.

If, when moving your pawn, you've crossed a square occupied **by an opponent's pawn**, give him one of your unplayed counters.

If you're not allowed to make a legal move, you must pass your turn.

GOAL

The first player to exhaust his reserve wins.

If all players pass in succession, the one with fewer counters in his reserve wins. In case of a tie, play again.

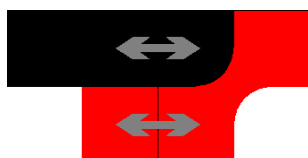
TOURNAMENT PLAY

Play as many games as players, with each player starting at least once.

To determine each player's score, add up all the counters left unplayed in each game for that player. The player with fewer counters left unplayed in total wins the tournament.

BONUS PUZZLE

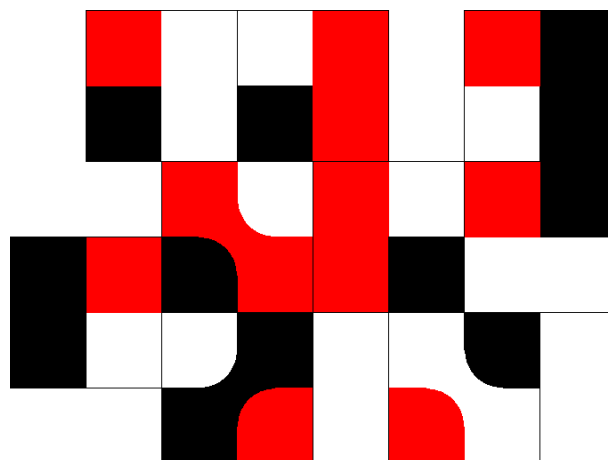
Arrange all tiles into a 3x3 square so all borders match.



Example of border matching.

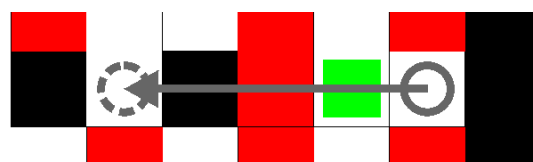
ADVANCED GAMEPLAY

During the setup phase, arrange the tiles as you wish, as long as there are no isolated groups and all squares match with a square grid.



Setup example

The game play the same. But you're allowed to jump over areas not occupied by tiles (holes).



Example of a move crossing a hole (indicated in green).