

consequence

A two-player abstract strategy board game by
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INTRODUCTION

In Consequence, players take turns to place tiles strategically on the grid face down with the goal to get more pairs of your own symbol than your opponent's, regardless of the color of the tile. The blue player scores with pairs of moons and the red player score with pairs of suns. Rows, columns and diagonals of symbols could cross, and the tile that is in the joint of counts as part of both when scoring, horizontally, vertically and diagonally at the same time.

COMPONENTS

- Game board (4x4 grid)
- 7 blue tiles (3 moons, 1 sun, 3 dots)
- 7 red tiles (3 suns, 1 moon, 3 dots)
- Carrying case

SETUP

Place the board in the centre of the playing surface.

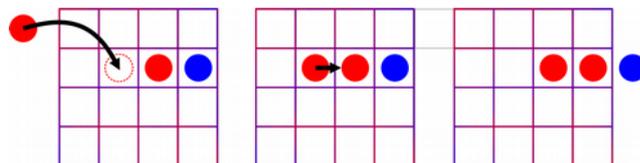
The Moon player takes all the blue tiles and the Sun player takes all the red tiles.

Players should hide their tiles from each other and keep the tiles hidden throughout the game.

The moon player starts the game by placing a tile face down on space of the board. Face down means with the marked side downwards and the blank side up.

From now on, starting with the second player, players alternate turns executing one and only one of these three actions of their choice:

- **Place one tile:** The single tile is placed face down on any empty square the board.
- **Move one single tile:** You can move ONE tile, regardless of color if already placed on the board, horizontally, vertically or diagonally to an adjacent empty square. *You can't move a tile just moved by your opponent.*
- **Place one tile and push a row:**
 - Add a new tile to an empty space and...
 - Push a row in a chosen direction radiating from the space you've just placed the tile on, one square horizontally, vertically or diagonally and slide the other tiles in the row into place to make room for the new pushing tile. The row must consist of two or more tiles. Tile pushed out of the grid because of this pushing movement is given by the pushing player to the opponent's hand regardless of the color of the tile. *You can't push a tile out of the board that has just been added by your opponent.*



Example: the Red player adds a new tile and then pushes a row. As a consequence of this, a blue tile leaves the board,

General rules:

Tiles in your own hand could be played regardless of color of the tile.

Tiles on the board may be moved by any one of the players regardless of color.

Tiles may not be returned to your hand from the board unless given to by your opponent as a result of a pushing.

Tiles may not be turned around to reveal what symbol they have if laid on the board, unless it is pushed off the board.

ENDGAME AND SCORING

The game ends when a player runs out of tiles. If the other player still has tiles on her reserve, she must place them all on empty spaces of the board face down, not moving or pushing other tiles.

Scoring

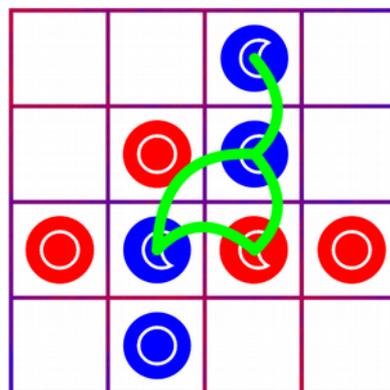
All tiles placed on the board are flipped over to score points. You score 1 point for each adjacent pair of your own symbol, horizontally, vertically or diagonally.

Note that you score regardless of color of the tiles as long as they've got your symbol on them and are part of at least one pair of the same symbol. Rows, columns or diagonals of symbols could cross, and the tile that is in the joint of counts as part of all of them when scoring (horizontally, vertically and diagonally).

Remove all dotted tiles and any tile not part of an pair to make it easier to count.

How to win

Highest score is the winner. If a tie, the player with four in a row beats any combination of the same value.



Endgame example: The Moon player wins with 4 pairs. The Sun player gets only 2.