

baju

DUEL RULES for two players by Adam Obren

COMPONENTS:

Eight numbered black buttons, eight numbered white buttons, and a board.

SETUP:

You and your opponent each pick a colour. Each of you takes a supply of eight buttons in your chosen colour. The board remains empty.

GOAL:

The goal is to arrange your buttons to form a line of four. A line can be either a row or a column. Diagonal lines of four do not count. ^A

HOW TO PLAY:

You and your opponent take turns to perform an action. (Passing is not permitted.) Either of you may take the first turn.

On your turn, complete one of the following two actions.

- **Place a button from your supply on an empty space.** That space must be next to one of your opponent's buttons (on the same row or column). However, if no buttons are on the board, you may use any space. ^B
- **Move one of your buttons on the board to another space.** If that space is already occupied by another button (of either colour), remove it and place it on the space you vacated, so the two buttons swap places. ^C

MOVEMENT RESTRICTIONS:

You can move a button only along the bridges by the number of spaces it indicates—no more, no less. The presence of other buttons on its path does not affect its movement in any way. Move your button one space at a time to minimise errors, and as a courtesy to your opponent. ^D

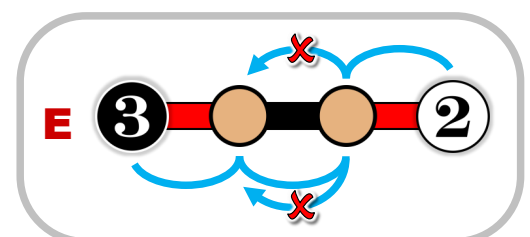
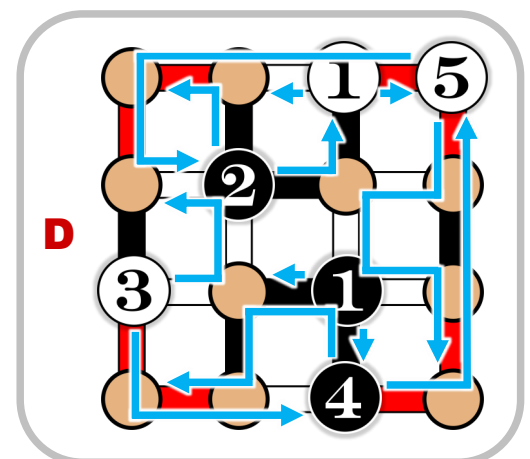
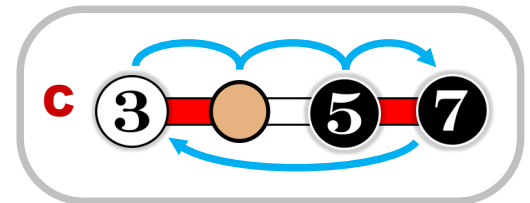
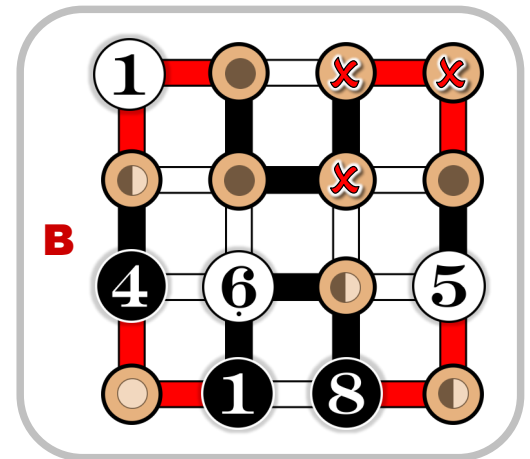
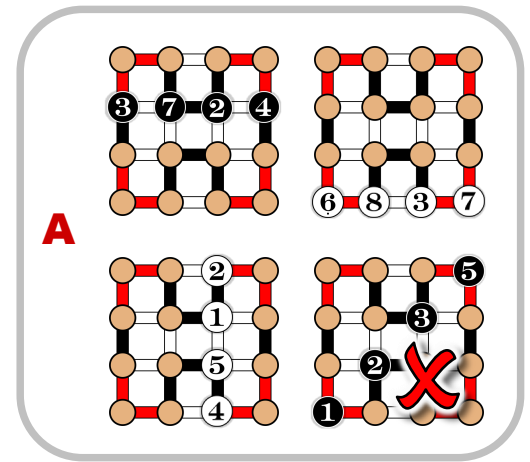
No trespassing: A button can only move along the red bridges and the bridges in its own colour—not the bridges in the opposite colour. ^E

No backtracking: A button cannot move to (or through) a space it already moved from (or through) during the same move. ^E

No reversals: You cannot make a move in which two buttons swap places if the same two swapped places on your opponent's last turn.

END OF GAME:

You and your opponent continue to take turns until only one player's buttons form a line of four. That player instantly wins the game. If both players have a line of four, it does not count and the game continues.



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PUZZLE RULES for one player by Adam Obren

COMPONENTS:

Eight numbered white buttons, eight numbered black buttons, and a board.

SETUP:

Place all buttons in a bag. Draw buttons at random and place them on empty spaces on the board (going from left to right, starting from the top row and working towards the bottom row) until all spaces are occupied.

GOAL:

Choose one of the following four goals:

1. Create a pair of matching lines.

Rearrange the buttons to form a white line of four and a black line of four. Each line must match the line in the opposite colour, using the same values in the same order from the same perspective. ^F

2. Create a pair of matching lines in sequence.

This is the same as the previous goal, but each line must also be in sequence. (A line is in sequence if each button in that line is one higher or one lower in value than the next button in that line.) ^G

3. Create two pairs of matching lines.

Rearrange the buttons to form two white lines of four and two black lines of four. Each line must match a line in the opposite colour, using the same values in the same order from the same perspective. ^H

4. Create two pairs of matching lines in sequence.

This is the same as the previous goal, but each line must also be in sequence. ^J

HOW TO PLAY:

Move any button (of either colour) on the board to another space. Remove the button already occupying that space and place it on the space you vacated, so the two buttons swap places.

Continue doing this until you have achieved your goal.

MOVEMENT RESTRICTIONS:

The restrictions on movement are exactly the same as those in the Duel Rules. However, since you have no opponent, the "no reversals" rule does not apply. You can always reverse or "undo" your last move.

