

baju

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, except that 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, except that 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.

