HOW TO PLAY baju

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 four in a row (or 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). If there are no buttons 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 (whether black or white), remove it and place it on the space you vacated, so the two buttons swap places. **C**

Movement restrictions:

You can only move a button along the bridges by the number of spaces it indicates (no more, no less), one space at a time. The presence of other buttons on its path does not affect its movement in any way. **D**

No trespassing: Your buttons cannot move along any bridges in your opponent's colour. **E**

No backtracking: A button cannot move to (or move through) a space it already moved from (or moved through) on the same turn. **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 one player's buttons form four in a row (or column). That player instantly wins the game. If both players have four in a row, the player who took the last turn wins..