

Game created by **Mark A. Tiroff**

Date Published: **August 27, 2011**

Title of Game : GUCKOY (Game U Couldn't Know Of Yesterday)

A Single Player Game.

Rules:

Set up:

Randomly set
the following

Game Pieces placed in a
random order

Center ring set up in the
finishing sequence

ring

Vertical

game pieces of
colors:



- Red, Orange, Yellow, Green, Blue, Dark Blue, Violet, on a circular grid correspondingly similar to the number of rings (8) and intersecting lines (16) in the image above. There should be 18 green game pieces and 17 game pieces each of the remaining colors, creating a game board of 120 pieces.

Objective:

Detect one of the 4 patterns listed below in the current game piece arrangement to arrange the center ring by the color code listed above (the Finishing Sequence). After detecting one of the patterns listed below, you may rearrange the board according to the instructions below that correspond to the pattern detected. Play is by turns – One turn involves a pattern detection and rearrangement of the game board and its pieces, per the instructions below. Play continues until the games pieces in the center of the board match the Finishing Sequence illustrated above.

All color changes occur in a one direction rotation.



Ex. Red would rotate to orange, orange to yellow, and so on, until finally violet is rotated to red, which causes the rotation pattern to repeat.

Pattern Listings:

2 Point:

2 game pieces of the same color are arranged one spot apart in the same ring or vertical.

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Ex.  or 

If using this pattern, the center piece is rotated up 1 color, and the end of your choosing is also rotated up 1 color.

Ex. Above pattern would rotate to  or  respectively.

This can be preformed using any color including green.

Green 2 Point:

Green game pieces are wilds and can be used to perform a variation of a 2 point pattern as listed above with any color on the opposite end.

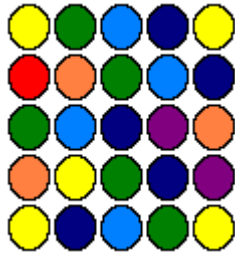
Ex.  or 

If using this pattern, the center piece is rotated up 1 color, the green is rotated up 1 color, and the opposite end is rotated up 2 colors.

Ex. Above Pattern would rotate to  or  respectively.

4 Point:

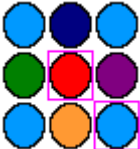
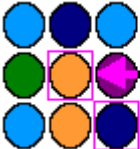
4 game pieces of the same color arranged on the 4 intersections of 2 ring and 2 verticals to form a square or rectangular box. The box can extend from the inner ring all the way to the outer ring and can be up to 5 verticals in width.

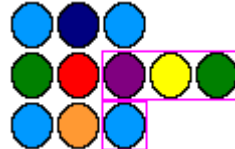
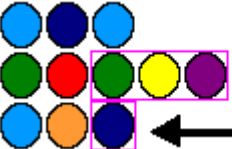
Ex.  or  or 

If using this pattern the player has 2 choices of action.

1) Any 1 piece in the box can be rotated up one color. **OR** 2) Any 1 piece in the box can exchange places with another piece in it's same ring or vertical 1 or 2 places away, regardless of if the second piece is within the box or not.

After this action is taken 1 corner must be rotated up 1 color.

Ex. Using option 1 the center Pattern could be rotated from  to  **Step 1**
Step 2 The center and lower right corner have been rotated up 1 color.

Ex. Using option 2 the center Pattern could be rotated from  to  **Step 1**
Step 2 the violet on the right center has been exchanged for a green that was 2 spaces away, and the lower right corner has been rotated up 1 color.

If a corner is exchanged, no other corner should be rotated.

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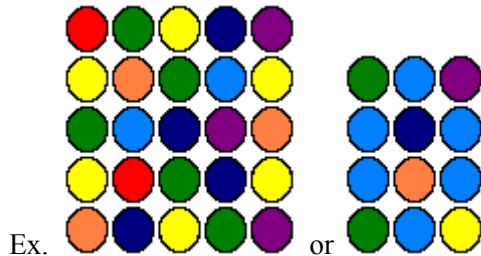
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6 Point:

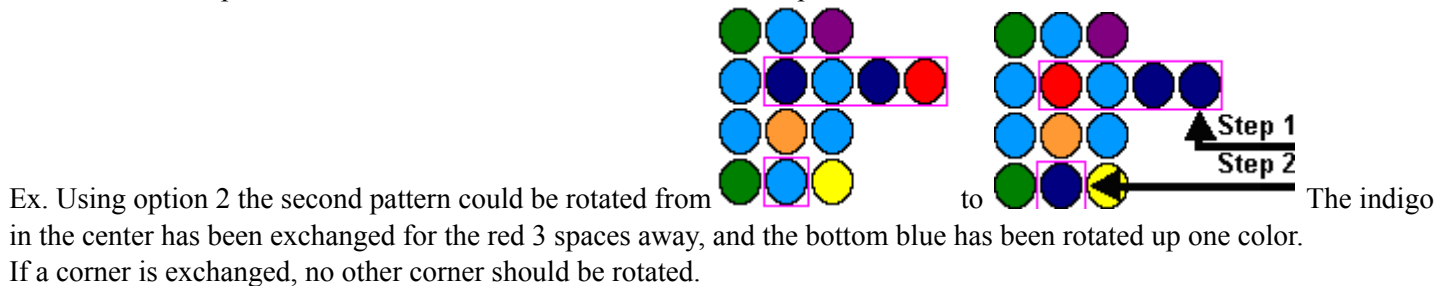
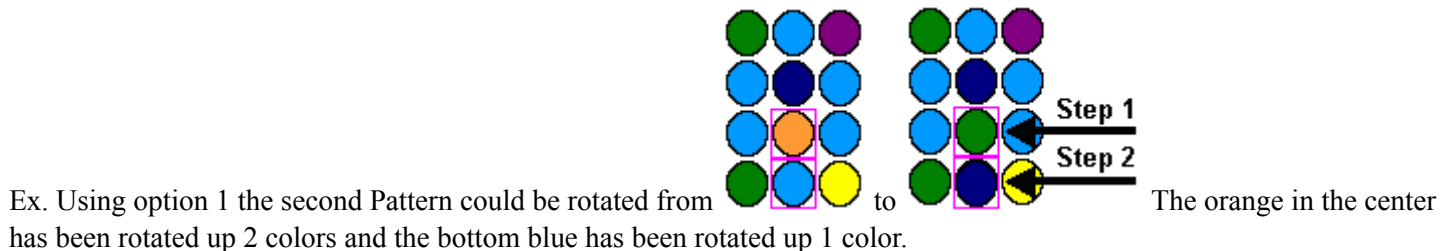
This follows a similar set up and rules as a 4 point but with 1 extra game piece centered in both the ring above and below or on the verticals to the right and left to form a hexagonal pattern of no more than 5 verticals wide.



If using this pattern the player has 2 choices of action.

1) Any 1 piece in the hexagon can be rotated up your choice of 1 or 2 colors. **OR** 2) Any 1 piece in the hexagon can exchange places with another piece in it's same orbit or vertical 1, 2, or 3 spaces away regardless of if the second piece is in the hexagon or not.

After this action is taken 1 corner must be rotated up 1 color.



Strategy:

To arrange the center ring to the Finishing Sequence with the fewest moves possible...

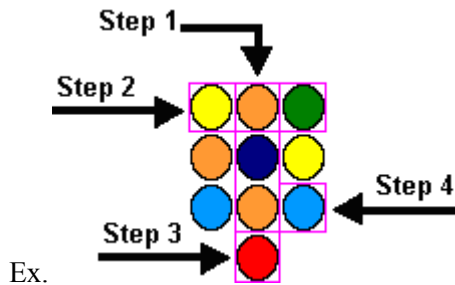
Start with any patterns on the inner ring. Use all simple patterns available to alter center ring or to create more complex patterns. Use the exchanges from the 4 and 6 point patterns to move the correct game pieces into the center ring.

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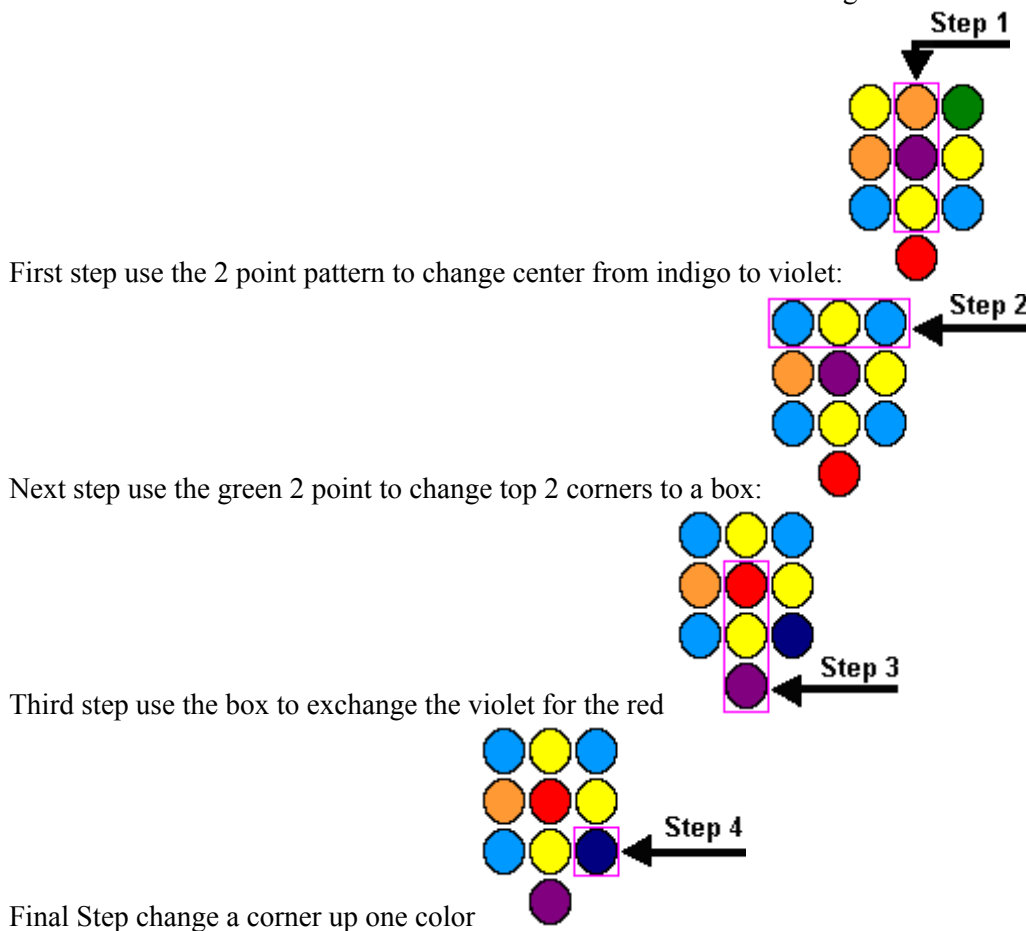
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the bottom red needs to be changed to violet.



First step use the 2 point pattern to change center from indigo to violet:

Next step use the green 2 point to change top 2 corners to a box:

Third step use the box to exchange the violet for the red

Final Step change a corner up one color

Have fun, and remember practice makes perfect.

These instructions are COPYLEFTed.

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