

This is an experiment to make a hidden information/memory game on top of an abstract.  
Feel free to comment ...

# n Sequence

## Abstract Strategic Memory Game

**Ludo:** Agon + Memor

**Description:** Abstract Strategic Memory.

**Game time:** 10-25 min.

**Number of players:** 2

**Ages:** 6+

**Game design:** Quadrante Isegrim

**Game board:** A four by four (4x4) grid on a square board  
(number of tiles + one empty space on the board per player = 16).

**Game pieces:** 7 blue tiles + 7 orange tiles = 14 tiles: 6 dotted, 4 with a moon symbol, 4 with a sun symbol.

**Gameplay:** At the start of the game players are given tiles of one of the two colors, blue and orange. Players should hide their tiles from each other and keep the tiles hidden throughout the game. The players start the game with seven tiles, three tiles with their own symbol and one with their opponents, and they will have three additional non scoring tiles marked with an simple dot.

Player one, play with blue tiles, let's call this player the moon player: Starts with seven blue tiles of this configuration. Three non scoring tiles with an simple dot on one side and blank on the other, three tiles with a moon on one side and blank on the other, one tile with a sun on one side and blank on the other.

Player two, play with orange tiles, let's call this player the sun player: Starts with seven orange tiles of this configuration. Three non scoring tiles with an simple dot on one side and blank on the other, three tiles with a sun on one side and blank on the other, one tile with a moon on one side and blank on the other.

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

Players take turns to place pieces strategically on the grid face down with the goal to get its own pieces in intersecting rows and the other tiles spread out. You score by pair of your own symbol, regardless of the color of the tile. The blue player scores with pairs of moons and the orange player score with pairs of suns. Rows and columns of symbols could cross, and the tile that is in the joint of counts as part of both when scoring, both horizontally, vertically and diagonally at the same time.

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

**At your turn execute choose one of these three actions:**

- **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:** Push a row in chosen direction 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.

To make the row pushing move, there have to be an empty square at start of the pushing where to place the new pushing tile. You could not start off grid pushing a row or column only from an empty spot within the grid.

*You can't push a tile out of the board that has just been added by your opponent.*

#### **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:** The game ends if any player is out of tiles. If one player have pieces left when the opponent does not, the player adds them all to the board. ***The player are at this moment no longer allowed to push tiles off the board or move tiles already placed.***

**Final scoring:** All tiles placed on the board is flipped over to score points. You score points both horizontally, vertically and diagonally, you score on pairs of your own symbol. Note that you score regardless of color of the tile as long as it got your symbol on it and is part of at least one pair of the same. Rows and columns of symbols could cross, and the tile that is in the joint of counts as part of both when scoring (both 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 wins.

## Scoring examples:

Base

One isolated tile = 0 points

Two in a row = 2 points

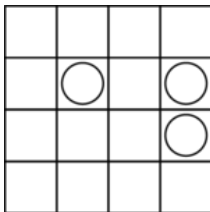
Combinations

Three in a row (two pairs that share one)= 4 points

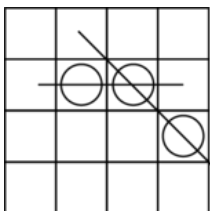
Four in a row (three pairs that shares symbols)= 6 points

Other combinations of pairs 4-12 points

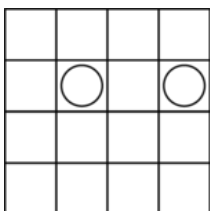
0+2 points



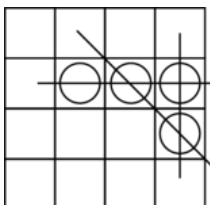
2+2 points



0+0 points



2+2+2+2 points



# Scoring



In this scoring example the points are added together to a final score: moon player gets 8 points and sun player 6 points.