



QUADS[®] Magnetic

Gigamic

CONTENTS AND PREPARATION

- One board, 17 light-coloured pieces, 17 dark-coloured pieces, 2 neutral pieces.
 - The players draw for their colour; each player takes his/her drawn pieces and put them face up - i.e. also visible for the opponent.
- The player with the light pieces plays first.

AIM OF THE GAME

To create a situation in which the opponent can no longer play.

PROGRESS OF A GAME

Both players use their first turn to place one neutral piece on the board, in any space. The only restriction is that the second player (playing the dark pieces) is not allowed to place his/her neutral piece next to the first piece played (figure 1).

Then the players take turns choosing one of their pieces and placing it on the board, according to the following rules:

- A piece has to border at least one other piece.
- The sides facing each other must be identical (figure 2):
 - > light next to light
 - > dark next to dark
 - > vertical lines next to vertical lines
 - > horizontal lines next to horizontal lines
- It is allowed to place a piece next to an opponent's piece (figure 3).
- It is allowed to place a piece in such a way that it borders more pieces at the same time (figure 4).

END OF THE GAME

The game ends as soon as one of the players cannot place a piece any more; the other player is the winner. Thus, the aim is to force the opponent into a position in which he/she has to pass his/her turn.

VARIATION N°1

At the beginning of the game, the players put their pieces upright - i.e. on their edges, faces invisible to the opponent.

VARIATION N°2

The sides of the pieces bordering the edge of the board have to match the direction of the lines on the board itself (figure 5):

- > vertical on a piece next to vertical on the board
- > horizontal on a piece next to horizontal on the board

A GAME LASTS...

Between 5 and 20 minutes. When playing in a tournament, the time allowed each player can be limited.

