



## Play Four

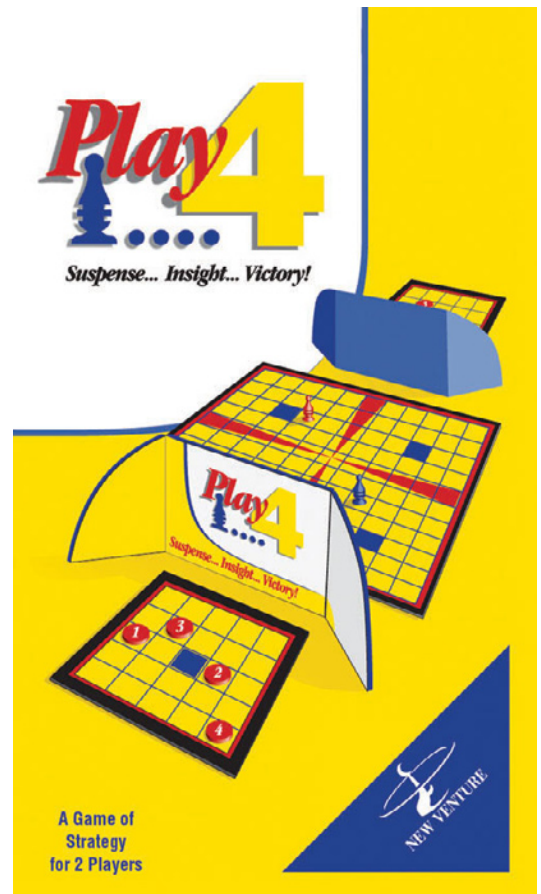
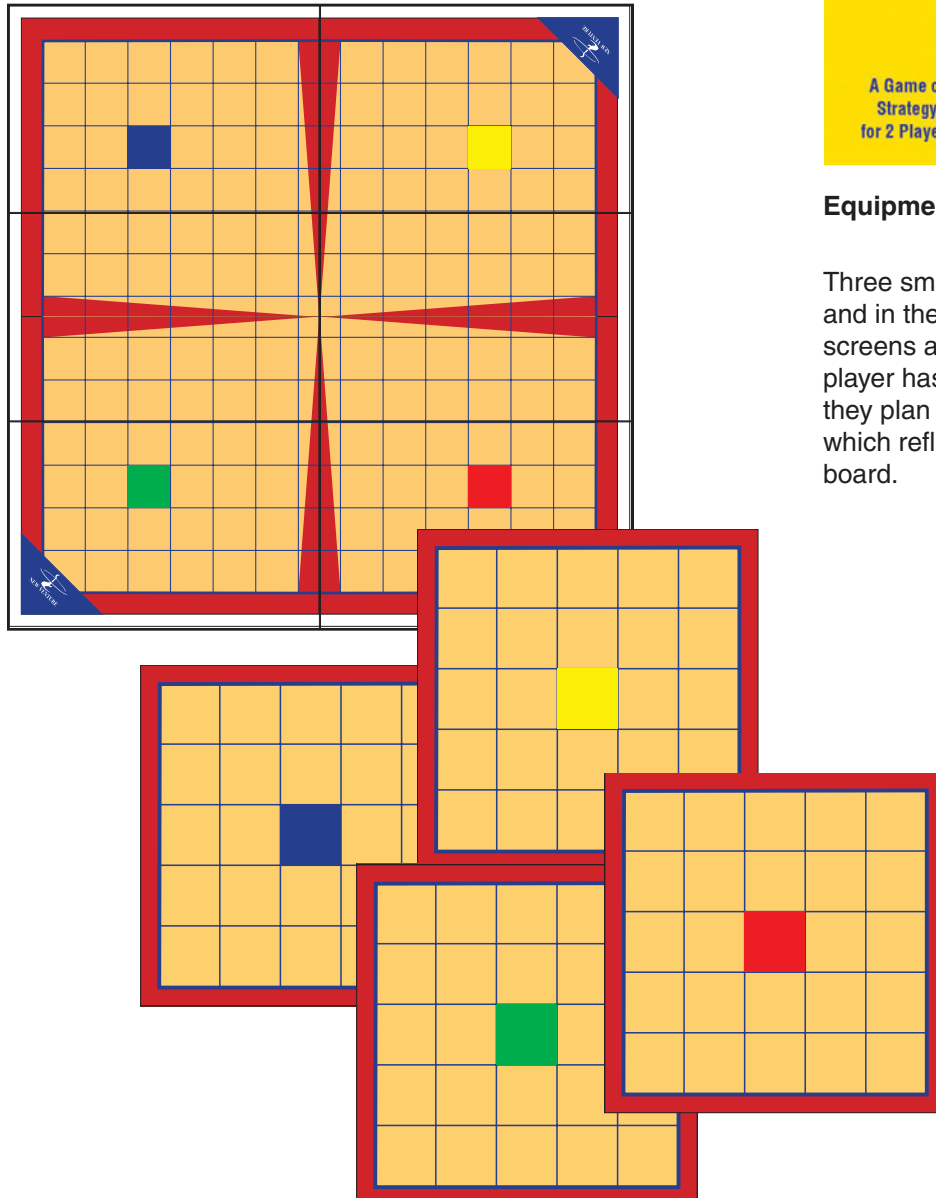
*How Many Moves Can You Predict?*

**Type:** Abstract Strategy  
**Ages:** 10+

**Players:** Two to Four  
**Duration:** 15 - 30 minutes

### Synopsis:

A game of foresight in which each player plans four moves ahead, without knowing what the opponent is up to. There's only one pawn on the board for each player — a very valuable pawn indeed. There are two variations: the easier allows the players to change their minds...a little.



### Equipment & Features:

Three small game boards (as shown here and in the box face image above) and two screens are included. In addition, each player has 4 numbered markers with which they plan their moves, and one large pawn which reflects the movements on the larger board.

# Play Four

## The Rules:

**Object:** To capture each opponent's large pawn by moving your large pawn into the space it occupies.

**Equipment:** A 9x9 grid of squares with the center square of each quadrant having a colored space; one each of Red, Blue, Green, and Yellow. There are four smaller boards of 5x5 squares, each with a colored space in the center square corresponding to the four colors. There are four large pawns, one of each color, and 16 smaller numbered markers (1, 2, 3 and 4) of each color. There are also four paperboard stand-ups. Finally, there is a tetrahedral (4-sided) die, each point of which is one of the four colors.

**Set Up:** Set up the large pawns on the large board in the squares with the corresponding colored space. Each player gets a small board with his/her corresponding colored space in the center. Each player places a screen so that the other players cannot see the smaller board. Then each player gets 4 small numbered markers of their color. One player is the starter (choose randomly) and turns rotate leftward (clockwise).

### Phase 1: PLANNING

Each round of Play-4 consists of four turns. Each round begins with the Planning Phase, in which each player plans the four moves that he/she will make during the Move Phase of the round. Behind the cardboard screen, each player places the 4 small numbered pieces on their small board. How this works is: Imagine that the space in the center is the position of the large pawn; the numbered markers then represent the space that the large pawn can move to on the large board. Note that one marker CAN be placed at the center of the small board, meaning that the large pawn does not move during that numbered turn.

### Phase 2: MOVING

When all players are ready, the screens are removed. The numbered markers can't be repositioned after the screens are removed. The designated player tosses the 4-sided die and places it on the table in plain view of all players. The color on the uppermost point is the color of the player who moves first during this round of four moves.

Once a move has been made, remove the corresponding numbered marker from the small board to show that that move has been made. That is, each player will, in turn, execute their #1 move, taking that marker off the small board when done. After all have executed their first move, each player makes their second planned move numbered marker, and so on around the table until all players have made all four of their moves.

All four planned moves must be made unless (A) it is impossible to move because you would move off the board, or (B) your large pawn has been captured.

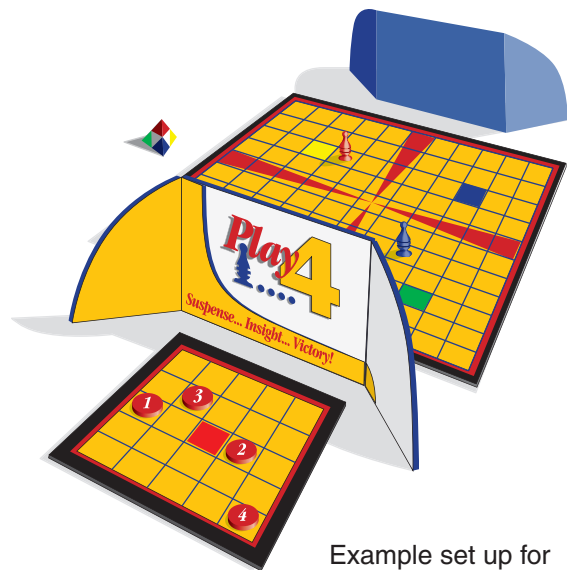
When a large pawn lands on the same space as another large pawn, it captures that pawn, and the owner of the captured pawn is out of the game.

When the round has ended, set the screens up and repeat the Planning Phase for the next four moves. When ready, proceed with the Moving Phase again. Each round, the die must be re-rolled to determine who will make the first move in the round.

These cycles continue until only one large pawn is left - that person is the winner.

### Variations:

1. Two-player teams, planning their moves in cooperation.
2. The spaces on the board with the long red "points" on them are off-limits. The only passage from one quadrant to the next is through the center space.
3. Only some spaces on the red points are off-limits, marked by pennies or some other such marker on the spaces.
4. Add an off-limits marker to the red points after each round.



Example set up for two-player version.