

# Ting

A game for 2-4 players

## Object

Get four pieces of the same shape in a row. The circle counts as a piece of either square or triangle.

Materials required:

- One Sly or Realm set
- For each player, five squares, four triangles, and one circle of a color

## Setup

Set the board down on the table. Each player chooses a color, then takes five squares, four triangles, and one circle of that color.

## Play

The first player places a square in the center (circled) cell of one of the interior grids (not adjacent to the edge of the board). There are no restrictions on subsequent piece placement.

On a player's turn, they do one of the following:

- Place a square in any unoccupied space
- "Spend" (see below) two of their squares from the board to place a triangle in an adjacent unoccupied space
- Spend two of their triangles from the board to place a circle or a square in an adjacent unoccupied space

Spending pieces means to remove them from the board and return them to your reserve. The pieces must be in spaces adjacent to that of the piece being placed; they can, but need not, be adjacent to one another as well.

Adjacent may be horizontally, vertically, or diagonally, and always means spaces next to the one the piece was newly placed in.

**The circle is wild:** Once a circle is placed on the board, it becomes wild. It counts as a square

or a triangle for all purposes, and may be spent as if it were either. (Including to place itself in another space; it may be moved in this fashion, but still has to follow all of the other rules for placement.) When it's not on the board, players must spend two triangles to bring it out.

**Placing a square:** You can place a square for free. Or, you can choose to spend two triangles (or a triangle and a circle) to place a square. The reason why you might do this is if you're down to a single square remaining in your reserve; you can return triangles to your reserve and keep playing.

**Passing a turn:** If a player has no moves they can make, but has pieces left, they must pass their turn. They can keep playing if, on their next turn, a move opens up for them. If a player must pass two turns, or runs out of pieces, they lose.

## Ending the game

### Win

A player wins if they get four pieces of the same type (square or triangle) in a row (horizontally, vertically, or diagonally). The circle may substitute for a square or triangle in this four-in-a-row.

A player also wins if they are able to move, but no other player is; if that player makes a move that opens up the board for another player to play (either by choice or necessity), the game continues.

### Lose

A player who is unable to move because they are entirely out of pieces loses.

### Draw

If all players are unable to make moves, whether or not they are out of pieces, the game ends in a draw.

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