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1 board divided into 4 regions (squares with 4 spaces), 8 dark pieces (2 spheres, 2 cylinders, 2 cubes, and 2 cones), and 8 light pieces in the same shapes.

CONCEPT AND GOAL OF THE GAME

Each player takes a set of 8 pieces of one color. On each turn, they will place one of them on an empty space on the board, respecting the placement rules. The first player to place the fourth different shape in a row, column, or region wins the game.

SETUP

Place the board between the two players. Each player takes a set of 8 pieces (light or dark) (Fig.1).

PLAYING THE GAME

Randomly determine the first player.

On your turn, you must place one of your pieces on an empty space on the board.

You are not allowed to place a shape in the same row, column, or region in which your opponent has a piece of the same shape (Fig.2).

On the other hand, you can place a shape in the same row, column, or region as your own piece of the same shape (Fig.3).

Example: David faces Bella. David places a sphere on the board. For the rest of the game, Bella cannot place a sphere in the same row, column, or region as David's sphere. David, on the other hand, could place his second sphere in the same row, column, or region as his first sphere.

This unique rule applies for each and every piece that each player places throughout the game.

Clarification: If a placement is allowed by your own pieces, but forbidden by your opponent's pieces, the placement is forbidden.

END OF THE GAME

The first player to place the fourth different shape in a row, column, or region immediately wins the game. It doesn't matter who owns the other pieces in the row, column, or region (Fig.4).

If you cannot place any of your pieces when it is your turn to play, you immediately lose the game.