Slides Of Action

An abstract piecepack game combining Lines of Action with a 15-Puzzle

Setup

Arrange any four tiles face down in a two tile by two tile square to create a four space by four space square grid. Then place five coins each from arms, crowns and suns face down onto the grid spaces as shown, leaving one empty space. Decide by some fair method who will play which suit. Arms should go first, with turns proceeding clockwise. In a two-player game, arms is a neutral player that does not take normal turns (but may still win).
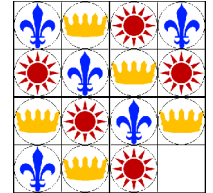
Play

Players take turns moving the empty space to a new location by sliding groups of one, two or three coins exactly one space orthogonally. No slide backs!

Ending & Winning

A player wins as soon as all five of his or her coins are connected into one continuous group. Connections may be either orthogonal or diagonal. If all five of any two or more players' pieces are simultaneously connected into continuous groups, the player who moved wins. Yes, this means that if you create two continuously connected homogeneous groups using only your opponents' coins, you win.

Variants

For a more difficult game, stipulate that at most one connection may be diagonal to count as a win.

Credits

Sam Loyd for popularizing the 15-Puzzle
Claude Soucie for inventing Lines of Action
Andy Looney for inventing Proton and for the concept of moving the empty space
Ron Hale-Evans, Dan Troyka and David Whitcher for numerous helpful suggestions during α testing

Revision History

0.0.1α, May 6, 2003:   initial concept, title, headers, setup, ending & winning, revision history, license
0.0.2α, May 7, 2003:   setup diagram, play, credits
0.1.0ß, May 8, 2003:   clarified winning condition, variants, updated credits
0.1.1ß, June 24, 2003: updated play order & credits

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