POLYSSIMO
challenge

7 ans - years
años - Jahre
-99

方塊對決

DJECO

x12

x12
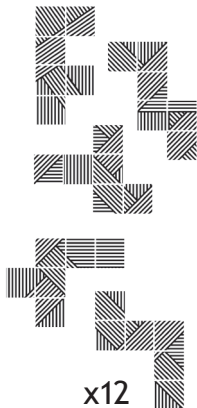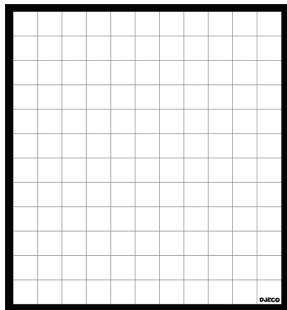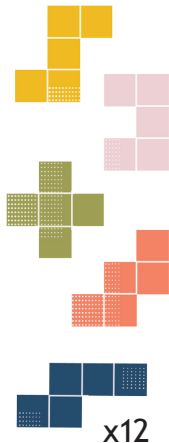
A game of patience 遊戲規則

POLYSSIMO *challenge*

7+ years 7歲以上

2 to 4 players 2至4人

24 pieces (12 coloured pieces comprising 5 squares, 12 black and white pieces comprising 6 squares), 1 board

1 張底板、24 塊形狀方塊（12 塊彩色五格方塊＋12 塊黑白六格方塊）。

Object 遊戲目標：

To place as many of your pieces as possible on the game board.

盡可能在底板上擺放最多自己的方塊。

Preparing to play 遊戲準備：

Place the wooden pieces in the centre of the table so that everyone can see them. You can separate the coloured pieces from the black and white ones to make choosing the pieces easier.

將方塊一一擺放在桌面中央（彩色方塊跟黑白方塊可以分開擺放，方便玩家挑選）。

How to play 遊戲規則 :

1.Choosing the pieces 選擇方塊:
Then placing them on the board. The youngest player starts. The first player chooses a piece from the centre and places it in front of him. Then it is the next player's turn to choose a piece and place it in front of him. And so on, until there are no pieces left in the centre.
由年紀最小的玩家開始，以順時針方向輪流選擇方塊，直到全部選完為止。.

2.Placing the pieces (in turn in an anticlockwise direction) 擺放方塊:
Once all the pieces have been chosen by the players, place the board in the centre of the table. The last player to have chosen a piece begins this second phase of play.
She takes a piece from her hand and places it on the board so that it does not overhang the board.
Then, the next player places one of his pieces, making sure that it does not overhang the board or overlap with a piece already placed on the board.
And so on, with players playing in turn.
As soon as a player can no longer place a piece, she stops playing.
方塊全數分完後，從最後一位選擇方塊的玩家開始，以逆時針方向輪流擺放方塊。只要方塊不超出底板或是重疊在一起，玩家可以任意擺放，直到底板無法放置任何方塊為止。

Strategic advice:

In order to place more pieces than your opponents, it is useful to create "footprints" for the 5-square pieces in your hand. In the example below, the player holding the blue piece has created a footprint of 5 squares (in green); his is the only piece that will fit the space, and he should place it at the end of the game, once the rest of the board is already full.

為了能夠擺放最多方塊，此時可運用「邊角策略」。

例：

遊戲開始時，玩家 A 先在角落擺上黑白方塊，進行「卡位」，此時底板上所產生的空位（綠色打勾處）就只有玩家 A 的藍色方塊可以放入。

接著，玩家 A 可先保留這塊空位及方塊，並利用其餘方塊進行遊戲，直到底版無法再擺放時，再放上此藍色方塊，以充分利用所有物件完成遊戲。

一旦底板無法再放置任何方塊，即遊戲結束，所有玩家結算自己剩下的方塊。

A game by Alain Brobecker

Winning:
When no one can place another piece on the board, players all count the number of squares on the wooden pieces left in front of them. Whoever has the fewest squares wins the game.
In case of a tie, the last player to have placed a piece on the board wins the game.
你贏囉！手中剩下最少方塊的玩家獲勝。
（若出現數量相同的情況，則為平手玩家之中，最後擺放方塊者獲勝。）

NB: Black and white pieces are more difficult to place on the board than coloured pieces. In games involving players of different levels, you may decide that players must choose different combinations of pieces to make each player's chances of winning more even.
The most experienced players will take more black and white pieces than coloured pieces. (At least 7 or 8 pieces with 2 players, 5 to 6 pieces with 3 players, 4 to 5 pieces with 4 players.)
★ 小提醒 ★
由於黑白方塊較難擺放，玩家們可在遊戲開始前協議每位玩家必須拿取一定數量的黑白方塊，或者讓實力較佳的玩家拿取較多的黑白方塊，以示公平。

A game by Alain Brobecker