



QUERNI

A board game for 2 players
by Enrique Fernández Alcázar

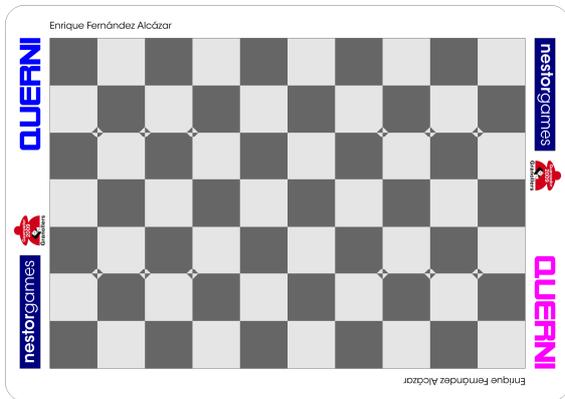
QUERNI is the winner 2009 Game design contest
"Ciutat de Granollers".

The goal of **QUERNI** is to remove all of your pieces from the board, by forming chains of consecutive numbers of your colour.

MATERIAL

This is what you need to play QUERNI:

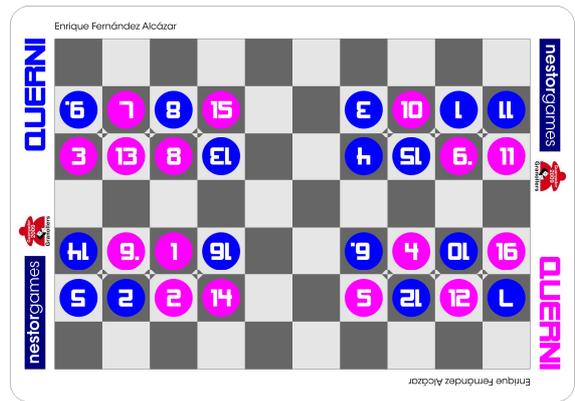
- A QUERNI board:



- 16 blue tiles numbered 1 to 16.
- 16 pink tiles numbered 1 to 16.

SETUP

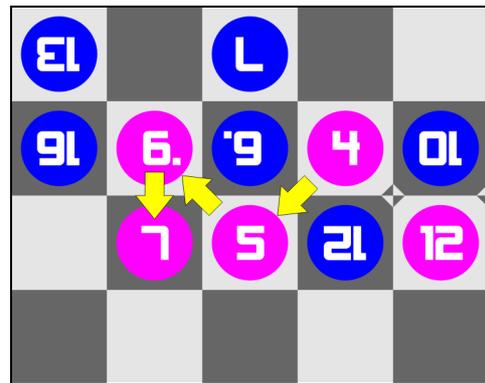
Each player has 16 numbered tiles, in a color different from his opponent, which are placed randomly on fixed initial positions (squares surrounding the marked intersections) on a board of 10x7 checkered squares.



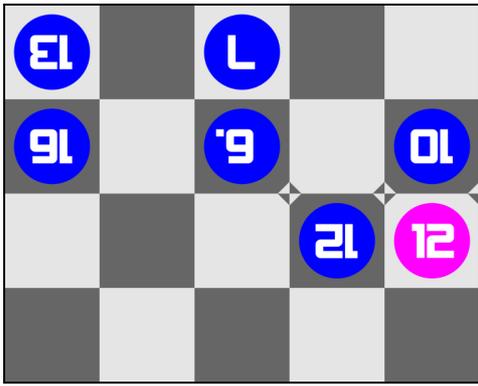
Example of initial position

The object is to remove your own 16 tiles from the board. The player who does this first wins.

You can remove tiles when they form a chain. The chains are formed by at least 3 tiles in consecutive numerical order, that are in contiguous spaces, and touching orthogonally or diagonally. Each tile must be adjacent to the preceding number, except for the one starting the chain.



A chain is formed...



... and removed.

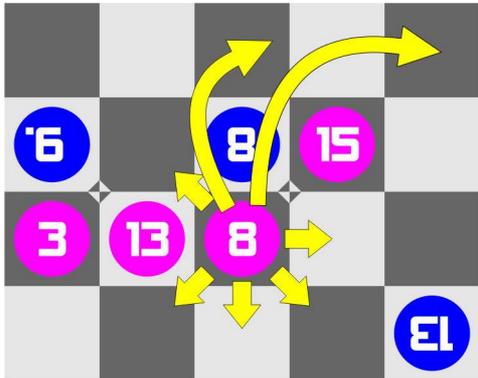
PLAYING THE GAME

Each turn, you may:

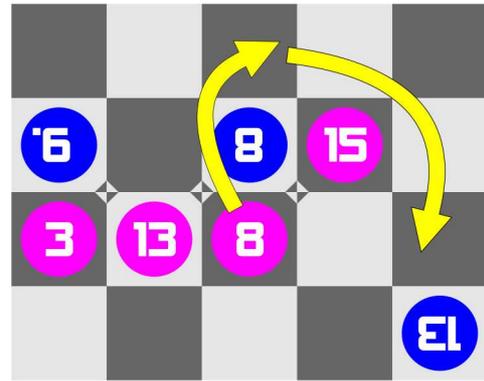
- Move a tile, or
- Remove a chain (and only one), or
- Both, in that order.

Movement of the tiles can be of two types:

- Move orthogonally or diagonally to any empty space adjacent to the tile. In this type of movement, the tile can only move one space.
- Jump over another tile (of either color) to an empty space. A tile can only jump over one tile in each jump, and in a straight line, be it orthogonally or diagonally. If the situation allows it, the tile can make multiple consecutive jumps in a single turn, and may change direction with each jump.



Movement



Multiple jumps

Each turn, you can only execute one type of movement: Move or jump. You can never pass through the same space more than once during a turn. If you can't move any of your tiles because they're blocked, and can't remove any chains, you lose your turn.

You are not obligated to remove a chain in the same turn that you form it, nor are you required to remove all the tiles that form a chain when you do remove one (as long as you always remove at least 3 consecutive numbers).

END OF THE GAME

The game ends when one of these things happen:

- A player removes all his tiles from the board (winning the game).
- Neither player can form any more chains, because each has only discontinuous numbers left. The game is a draw.
- 30 turns pass with neither player removing a chain. The game is a draw.

You can download the rules of other QUERNIGAMES on the NESTORGAMES site!