

ENTROPY

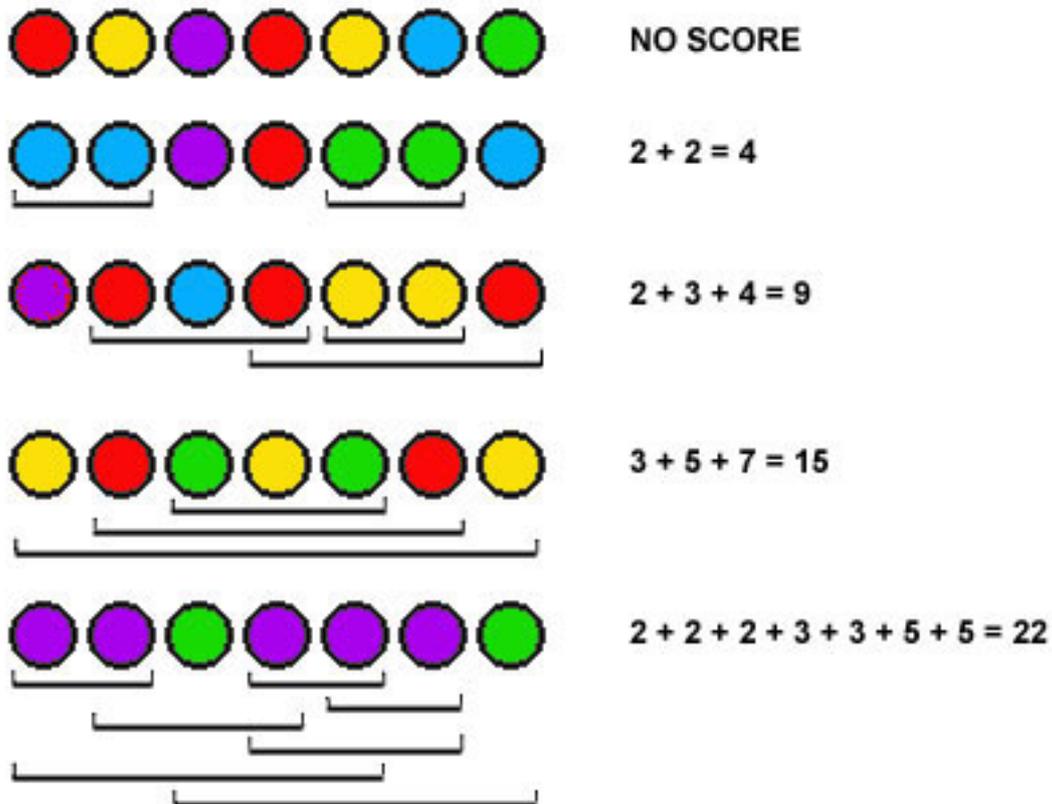
Publisher: THINX GAMES

E-Mail: esolomon@cix.co.uk

One player, the 'ORDER' player, aims to form symmetrical runs of two or more pieces (horizontal or vertical) of adjacent (touching) coloured pieces whilst the other player, the 'CHAOS' player, tries to prevent the formation of such 'patterns'. A symmetrical run is one which would look the same if the pieces were laid down in the reverse order. The CHAOS player plays first. He draws (unseen) one piece from the bag and places it on **any chosen vacant point** of the 7 x 7 board. The ORDER player may then slide **any one piece any distance** over vacant points in a straight horizontal or vertical direction. The ORDER player is permitted to pass his turn. This sequence of play is repeated until all 49 pieces have been placed and the board is full. A score is then assessed for the ORDER player - not for the CHAOS player. The pieces are now returned to the bag, and the player's roles are reversed so that the other player can obtain a score. The player with the higher score is the winner.

Note that the ORDER player is allowed to slide ANY single piece on the board regardless of which piece was last placed by the CHAOS player. The CHAOS player is aiming to produce disorder so should select points that block slides leading to symmetric runs.

Scoring - When the board is full **EVERY distinct symmetric run** (in rows **and** columns) is scored for the ORDER player. Such a run scores as many points as there are pieces in the run. Thus, in a run of three pieces of the same colour, there are two runs scoring 2 points and one run scoring 3 points, to total 7 points. The player's total score is the sum of the 7 row scores and the 7 column scores. Five more examples, which might be **rows or columns**, are illustrated below:



Note how any particular piece may lie in a number of different scoring runs. The **EASY WAY** to score each row (or column) is to count the 2's first, then the 3's, then the 4's, and so on. One player does this aloud, indicating the run with his hand, and states the running total so that the other can check. Thus, for the last example above, one player might say "2 and 2 and 2 is 6, and 3 is 9, and 3 is 12, and 5 is 17, and 5 is 22". Write each row score and column score on a piece of paper before totalling them.