

# How to Play Harmony

A strategy board game made by Carson Eliassen

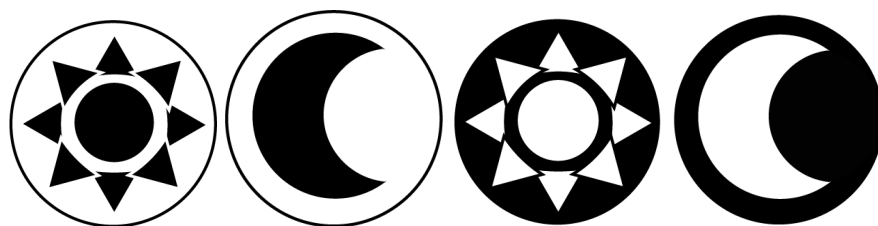
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The game Harmony is a 2-player strategy board game with the goal of being easy to learn, but hard to master. This guide will go over how to play and win the game.

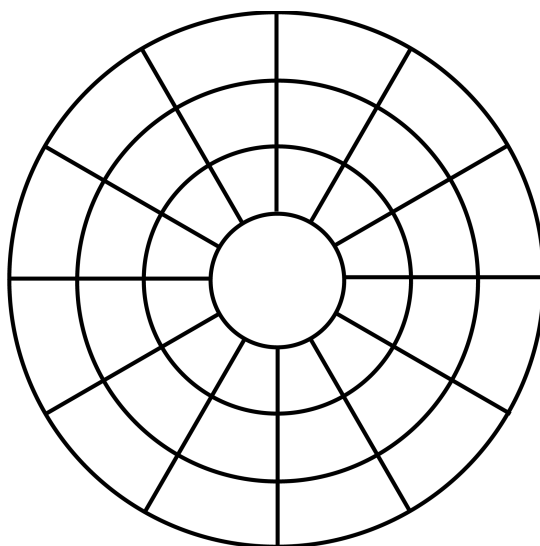
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You will need the following to play Harmony:

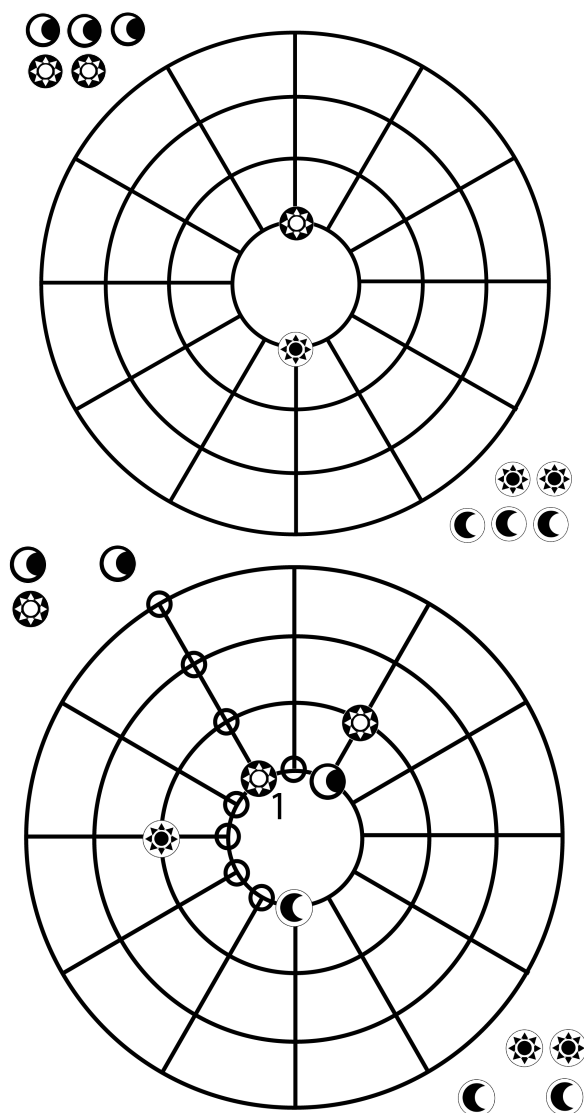
- 12 game pieces
  - 6 “light” discs and 6 “dark” discs with distinct faces (suns and moons)



- The game board
  - 12 radial lines intersecting with 4 concentric circles
  - Pieces will lie on the junctures of these shapes



## Playing the Game



1. To begin the game, the board starts completely clear of any pieces. Players can decide who goes first by any method but in matches following the first, it is best to alternate which player goes first.

2. On a player's turn they can take 2 actions from the following list:

- Flip a piece to its other face
- Place a new piece on the innermost circle if they have any pieces remaining (a player may place a piece on either of its faces)
- Slide a piece anywhere on the circle it is already on (a player may not slide one piece through another)
- Slide a piece anywhere on the line it is already on (again, a player may not slide one piece through another)

*Note that a player may choose the same option twice.*

3. Alternatively, a player may take only one action from the list, but act upon their opponent's piece instead.

For example, suppose the player with dark pieces wants to move the piece labeled "1" in the above picture. That player may slide that piece to any of the positions that are circled using one of their two actions on their turn. Keep in mind if it was the light player's turn, they could also move the piece labeled "1" in the exact same manner, but it would take the entirety of their turn.

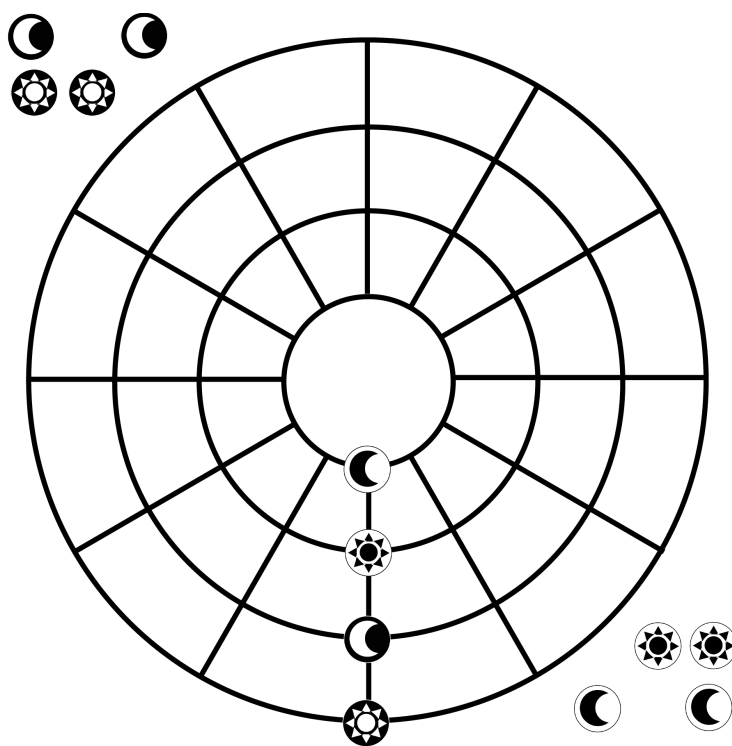
## Winning the Game

To win the game, a player must have 4 pieces of alternating state. For example, the pattern may be light-dark-light-dark or the pattern may be sun-moon-sun-moon. *Note that when alternating one of the states, the other state is not considered.*

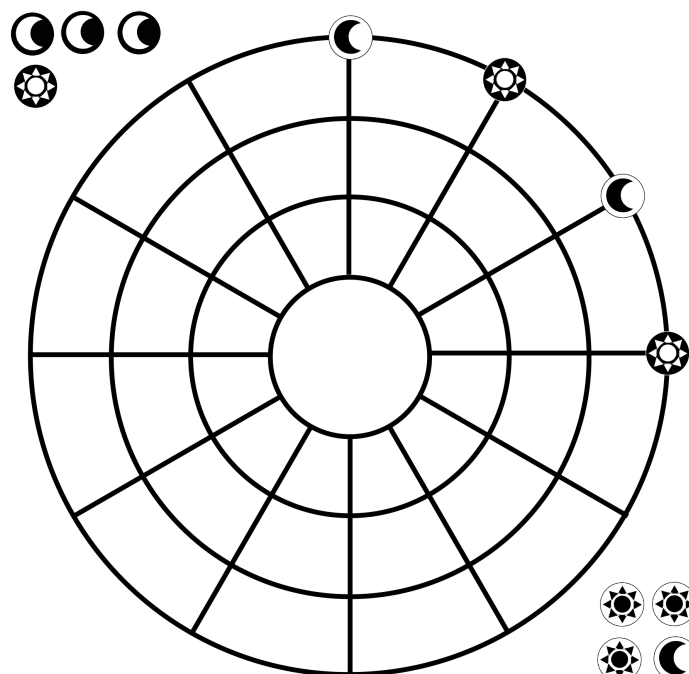
Not only do the pieces need to have alternating state, they need to be in a specific arrangement on the board. There are three types of winning arrangements: **lines**, **arcs**, and **corners**.

- A **line** arrangement is when four pieces are all on the same line.
- An **arc** arrangement is when four pieces are all adjacent on the same circle.
- **Corner** arrangements are when four pieces are all on the same circle, but have two lines in between each piece. Note that pieces may occupy the positions on lines in between pieces in a corner arrangement.

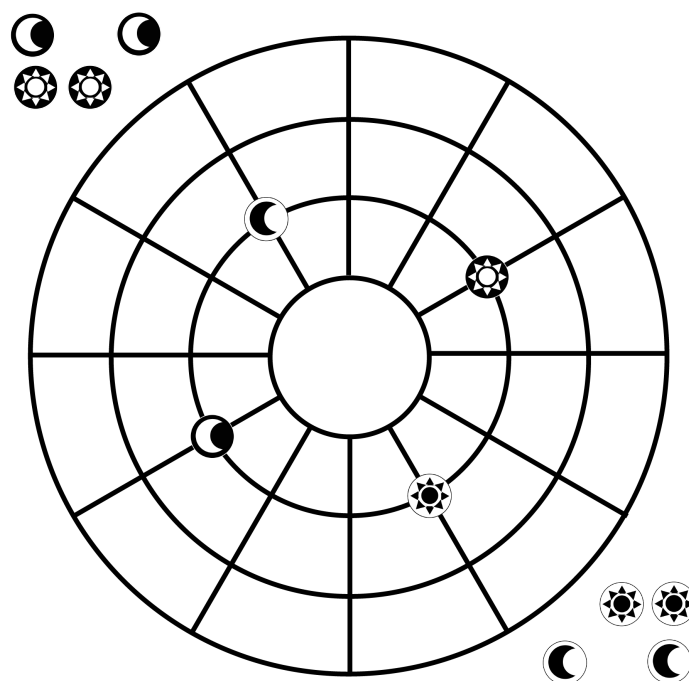
**It is important to know that arc and corner arrangement wins cannot be achieved on the innermost circle**



*-A line win that alternates the symbol state*



*-An arc win that alternates both states*



*-A corner win that alternates the color state*

*Note that any of these arrangements can be moved along the board and the above images are just examples of the many winning positions the game can have.*

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## Glossary

Term	Definition	Page
face	Which symbol is displayed on the game piece	1, 2
action	What a player can do on their turn	2
state	Either the color or the symbol of a piece	3
arrangement	How specific pieces are positioned on the board	3
Winning position	The exact position of every piece on the board when the game is over.	4