

## Mix-Match

A game by Erik Warnes

### Introduction

Mix-Match is a light abstract game for 3 to 4 players, but is best with 4. During the game, players set up the board, and then try to clear the board of their own colors. The game ends when no moves can be made.

### Setup

Mix-Match includes setup as part of the game itself. The game board is 36 squares arranged in a 6x6 grid. To start, each player takes 3 each of every other player's color pieces, receiving none of their own. After the pieces are distributed, the youngest player begins. Each player, in turn, places one piece they hold (their choice) on any square on the board. The next player in clockwise order then places one of the pieces they have in front of them. This continues until all pieces have been placed.

### Play

The youngest player selects the start player. All other players will follow in clockwise order. Players **MUST** transpose 2 orthogonally adjacent pieces on the board. After they do this, they may do the following (both steps are optional):

1. If possible, remove a group of orthogonally adjacent pieces containing 2 or more pieces of a single color. These can be of the player's color, or of any of the player's opponents colors. If it is possible to remove a group you must do so.
2. Optionally, collapse all pieces against one edge of the board, such that any empty spaces are filled in and each piece has its own space.

After taking his turn, play proceeds to the left.

### Endgame and Victory

The game ends when all players but one have one or fewer pieces of their color on the board, or if 4 turns pass with no pieces removed. Victory is determined thus:

Among the players with no pieces left on the board, the player who cleared his pieces from the board first wins.

2<sup>nd</sup>, 3<sup>rd</sup>, and 4<sup>th</sup> place are determined by first the number of remaining houses (more is worse), and the order in which they arrived at that final number (first is better).