

Tennessee Waltz

Choose a board of the desired size and grid:

-- Can be played on square grids from 5x5 and up.

-- Can be played on Hex boards (triangular grid) 4x4x4 and up.

Play on the nodes of the grid.

Use two colors of stones that are appropriate for use on the board. A token is also needed to keep track of who is currently winning.

For estimating the game duration and number of stones required, consider that the board will be about 3/4 full at the end, and one stone is placed per turn.

Play

The board starts empty and the dark color plays first.

Players alternate placing a stone of their color onto an empty node of the board.

When this placement forms an orthogonally adjacent pair, the mover must choose a grid direction along which to move that pair one step, pushing all the stones in front of them. (This movement can also be diagonal, when playing on a square grid.)

RESTRICTIONS:

1) No opponent's stone may be pushed off the board.

2) Neither stone of the moving pair may leave the board.

Note that pushing off OTHER friendly stones IS allowed.

Note: A pair may not be created unless it can move.

After the move and/or push is completed, the mover receives the leader's token if he now has more pairs than the other player.

Players may pass.

The game ends when either:

1) There is no place on the board for the player who doesn't have the token to be able to form a new pair in the future. - or -

2) Both pass consecutively.

The player with the token wins.

[BGG description, Dale Walton, 2022]