

Fear Vier

By Mitsuo Yamamoto, 2015

Each player has 8 pieces of each of the red and yellow reversible pieces. The player can place his/her pieces on the board or move his/her own pieces on the board. You win the game if your pieces line up in a straight line with the color of your piece, and if you can maintain the four-position line until your next turn. The feature of this game is that you can change the color of your pieces by turning over the pieces on the board that you have moved over.

Board

Hexagon board with 19 intersections and paths.



Pieces

16 reversible red and yellow pieces. Each player has 8 pieces. In the initial configuration, there are no pieces on the board.

Winning and losing

The winner is the player who can maintain the 4-piece line in a straight line in the color of his or her piece until his or her turn to play. The game is won if the 4-piece line is maintained until the player's next turn, or if the 4-piece line is already completed at the player's turn.

However, if the 4-piece lineup is completed in more than one pair, the player loses the game.

Passing is not allowed, so you lose even if you do not have a legal hand.

If a player wins and loses at the same time, the loser takes precedence.

How to Play

The players decide who will play first and who will play second in an appropriate manner. The game is played one move at a time, taking turns.

Move placement and movement

On your turn, you can do the following

1: Place pawns on the board. You may place up to two pieces at a time. However, only one piece can be placed in the first move.

2: Instead of placing a piece, you may move one of your pieces on the board.

Whenever a piece is moved, it must jump over the piece (both its own and enemy pieces) in a straight line in the direction it is to be moved to the next available space. It is not possible to move without jumping over a piece.

If there is no space available at the destination, the player cannot move.

All pieces (both own and enemy pieces) that are moved over are turned over and their colors are reversed.

Thousand-day move

When the same piece placement is repeated twice, the third time the preceding player must change the move.