

TAILITS

A two-player abstract strategy board game by
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INTRODUCTION

TAILITS is a board game for two players, combining aspects of the Japanese logic puzzle **LITS** with aspects of the board game **TAIJI** (by Néstor Romeral Andrés). It is a follow-up to the designer's previous game Battle of LITS.

TAILITS, just like **Battle of LITS** before it, is played with L-, I-, T-, and S-shaped pieces. Each piece has two black squares and two white squares; the two players, Black and White, take turns placing the pieces on the board and trying to form the largest possible group of their coloured squares.

Since every piece contains two squares of your opponent's colour, you must be careful not to place them in a position that helps them!

COMPONENTS

TAILITS uses the following components:

- 24 tetrominoes (shapes made of four squares), 6 each of four different shapes (L, I, T, S), each containing two white squares and two black squares.
- One 11x11 board.

SETUP

Agree beforehand whether to score the largest group or the second largest group of each player. Randomly determine which player is White and which player is Black; position the board between the players so the white square is next to White and the black square is next to Black. Place the tetrominoes beside the board where they are plainly visible and accessible to both players.

GAMEPLAY

Starting with Black, players take turns placing any tetromino from the shared supply onto the board. Black must play the first tetromino to cover the center space on the board (marked with a dot), and three rules govern the placement of all future tetrominoes:

- Every tetromino must share an edge with at least one other tetromino. (See Figure 1, next page.)
- No two tetrominoes of the same shape may share an edge. (Note that the tetrominoes are colour-coded by shape; any two tetrominoes of the same shape will also be the same colour. See Figure 2.)
- No four cells in a 2x2 arrangement may all be covered by tetrominoes. (See Figure 3.)

Passing is not permitted as long as it is possible to play tetrominoes on the board. When no more tetrominoes can be played without violating the above rules, the game is over.

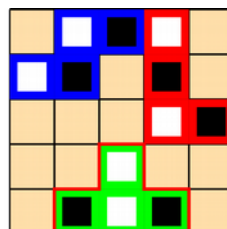


Fig 1. Illegal. Piece doesn't share an edge with another piece.

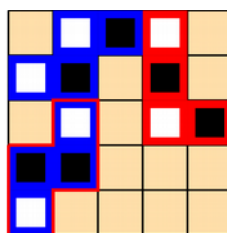


Fig 2. Illegal. Piece shares an edge with a piece of the same shape (colour).

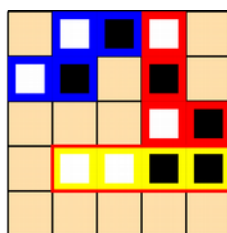


Fig 3. Illegal. Four cells in a 2x2 area are covered.

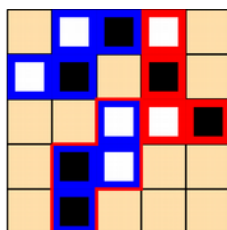


Fig 4. Legal placement

GAME END

The game ends when no more tetrominoes can be placed. Players count the size of the largest connected group of their squares; horizontal, vertical, and diagonal connections all count. The player with the largest group wins. In the event of a tie, the player who played the last tetromino is declared the winner; draws are not possible in **TAILITS**.

Scoring variation (must be agreed on before the game begins): players compare their second-largest groups rather than their largest groups. In the event of a tie, compare largest groups; if the tie persists, whoever played the last piece wins.

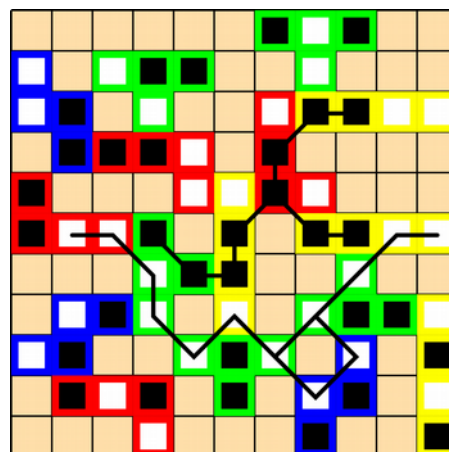


Figure 5: Black's largest group is 10 squares, and White's largest group is 13 squares. White wins.

DOUBLE GAMES

If you have a TAIJI set, you can play two types of “double games” for an extra layer of challenge.

TAILITS+TAIJI: Agree beforehand on whether to score the largest group or the second largest group of each player in the TAILITS game and on how many groups you’ll score in the TAIJI game. Play a game of TAILITS, with Black starting the game. The player who played last scores an additional 0.5 points. Then play a game of TAIJI on top of the game of TAILITS, with White starting. Rules are the same as in TAIJI, with one additional rule: each TAIJITU must lie flat on the board or on one or two tetrominoes. (A TAIJITU may not lie on top of another TAIJITU.) The black and white squares on the tetrominoes don’t count for TAIJI. Add the scores from TAILITS to the scores from TAIJI to determine the winner!

TAIJI+Battle of LITS: Agree beforehand on how many groups you’ll score in the TAIJI game. Play a game of TAIJI, with White starting. Then play a game of Battle of LITS on top of the TAIJI board, with White starting. (Ignore the coloured squares on the tetrominoes when playing Battle of LITS; only the uncovered TAIJITU squares matter.) Remember the swap rule: on Blacks’s first turn only, Black may swap colours with White instead of placing a tetromino, by rotating the board 180 degrees. If so, then White becomes Black and places the second tetromino; players then alternate turns as usual. (Note that TAIJI scores do not get swapped; if White is ahead by 3 points after the TAIJI game, that player will still be ahead by 3 points after swapping colours.) Add the scores from TAIJI to the scores from Battle of LITS to determine the winner! The player who went last in Battle of LITS wins ties, as usual.