

QUADRUPEL (Andreas Liebl-Wachsmuth, 1986)

Translated from the original German rules by Víctor M. González, April 15th , 2013.

1) QUADRUPEL

Game goal: QUADRUPEL is an original board game with only four stones per player. The aim of the game is to form one of the following four figures (= QUADRUPELs):

	x		
x		x	
	x		

Diamond

	x	x	
	x	x	

Square

	x		
x	x	x	x
	x		
	x		

Straight

x			x
	x	x	
	x	x	
x			x

Diagonal

The winner is the player who first form a QUADRUPEL. This doesn't depend on chance, but on attentive observation and cautious play.

Playing time: ca. 5-15 min.

Setting-up: at the start, the stones are placed as depicted in the following figure:

1					
	2	○	●		
	○	●	●	○	
		●	○		

One player plays as 'Black', the other as 'White'. Black begins. The players have access to all 36 board fields.

Game play: players alternate moving a stone on each turn, either by dragging it to an orthogonally adjacent square (not diagonally!), or else jumping over an adjacent (orthogonally or diagonally) occupied field. Double and triple jumps in a turn are also possible if the disposition of stones allows it. A player can jump over his own or his opponent stones. Only one occupied square can be jumped. It's not allowed to jump over several contiguous occupied squares into the next free square available.

It's also not allowed to move a stone on consecutive turns between two squares in 'back and forth' fashion more than twice. The opponent may require in such a case that the relevant stone be moved to another location.

The touch-move rule applies. If the player just wants to adjust a stone's position, he must announce it before touching the stone.

Once the active player drops the moved stone, his turn is finished. It's illegal to continue that movement.

The player who first achieve the game goal must announce 'QUADRUPEL'; otherwise (for example, if the player doesn't recognize the winning formation) the opponent can make an additional move, forcing the continuation of the game.

Passing is not allowed. A player must move one of his stones during his turn.

Play behavior: each player must try to be the first to form a QUADRUPEL and, at the same time, to prevent his opponent to achieve the goal. In every phase of the game, constructive and destructive efforts must be combined. This requires keeping the eyes wide, sustained concentration, and forward thinking.

All QUADRUPEL configurations could have been avoided by the loser doing an appropriate move several turns ahead. A game defeat thus occurs never accidentally or inevitably, but always requires a (preventable) wrong move by the loser.

Game tips: a player's own stones must be placed in a 'mutually accessible' disposition, so that if the opportunity arises, a QUADRUPLE can be formed in a few steps. Also, they should be placed as close to his opponent's stones as possible, to interfere with his attempts to form a winning configuration.

Particular attention must be paid to the possible diagonal jumps because they can provoke profound configuration changes and are not easily predictable.

The following configurations, inconspicuous as they may seem, can quickly became QUADRUPELS. Therefore, the recognition of these configurations may help winning the game.

x	x		
	x	x	

small step

x	x		
		x	x

large step

x			
	x	x	
			x

slide

		x	x
		x	
	x		

stairs

		x	
	x	x	x

podium

	x		x
x		x	

snake

		x	
		x	x
	x		

scissors

2) QUADRUPEL - Added value game

This game version takes into account the different difficulty levels associated to building different QUADRUPEL configurations (Diamond, Straight, Square, or Diagonal). The easiest configuration is the Square, followed by the Straight, the Diamond and finally the Diagonal, which is the rarest and hardest to build. Accordingly, each configuration receives a numerical value based on its difficulty level:

- | | |
|------------------------------|---|
| 1. Square (easiest) | 1 |
| 2. Straight (easy) | 2 |
| 3. Diamond (difficult) | 3 |
| 4. Diagonal (very difficult) | 4 |

The set-up and game play follow the rules of QUADRUPEL.

In this game version, draws are also possible. The first player building a QUADRUPEL is not automatically the winner; the player that scores more points building a QUADRUPEL is declared the winner; the game ends in a draw if both players get the same points.

If a player builds a QUADRUPEL configuration, his opponent can still win (or draw) the game if he is able to form a QUADRUPEL of same or higher value within the next additional turns. However, each extra turn will cost him 1 point, that will be deduced from the value of the eventually built QUADRUPEL. During this additional turns, the builder of the first QUADRUPEL no longer participates, and his stones' position remains unchanged until the game end.

1st QUADRUPEL	2nd QUADRUPEL in		
	1 extra turn	2 extra turns	3 extra turns
Diagonal: winner	-	-	-
Diamond	Diagonal: draw	-	-
Straight	1. Diagonal: winner 2. Diamond: draw	Diagonal: draw	-
Square	1. Diagonal: winner 2. Diamond: winner 3. Straight: draw	1. Diagonal: winner 2. Diamond: draw	Diagonal: draw

The lower the first QUADRUPEL's score, the higher the opponent' winning/draw chances. It's therefore necessary to weight up whether and when to build a QUADRUPEL, because when the first QUADRUPEL is built the opponent is left alone to catch up. This way, new game opportunities and prospects appears in a game otherwise believed lost. Conversely, it's important to recognize your opponent's QUADRUPEL traps.

3) QUADRUPEL - point game

In QUADRUPEL - point game is important to built a QUADRUPEL with many dots. The black and white stones are now used with their faces showing 1-4 dots up. One player plays as 'Black', the other as 'White'. The stones are placed into their starting positions (see QUADRUPEL setting-up figure above), each player deciding how to distribute his dotted stones on his allotted starting fields. Black begins.

Players alternate moving (as in the QUADRUPEL game) a stone on each turn, trying to build a QUADRUPEL configuration. This will be scored as follows: for each stone in a QUADRUPEL, his value (the number of dots in the stone) is multiplied by the underlying field value: zone 1 (value 1) covers the board periphery and includes 20 square fields; zone 3 (value 3) covers the four inner squares; and zone 2 (value 2) includes the other 12 squares.

The final QUADRUPEL value is the sum of all four products. The QUADRUPEL type (Diagonal, Straight, Diamond or Square) is irrelevant.

Example:

1					
	2				
	●	3			
	●	●	④		
		②	●	①	
			③		

The white Diamond QUADRUPEL scores 21 points

The maximum score is 30 (Square in zone 3) and the minimum is 10 (Straight in Zone 1). The more centered a QUADRUPEL is built, the more points can be won!

This game can be played using two different winning conditions:

QUADRUPEL - minimum points: the winner is the first to build a QUADRUPEL of, at least, a pre-arranged value of 10-30 (e.g. 20) points. If a player builds a QUADRUPEL of lower value, he loses the game. During the game progress, however, 'wrong' QUADRUPELS may be formed while performing single or multiple jumps.

QUADRUPEL - maximum points: two consecutive games are played and the winner is the player with the most points after scoring the first QUADRUPEL of each game. The loser of the first game begins the second one. A third game will be played in case of a tie.

The same general rules as in QUADRUPEL apply.

4) **QUADRUPEL** - position game

In QUADRUPEL - position game, the aim is to build a QUADRUPEL such that two previously designated stones lay on Zone 2 square fields (Zone 2 placement variant) or outside Zone 2 fields (Zone 2 placement ban variant). Obtaining game points or the nature of the QUADRUPEL built is irrelevant.

One player plays as 'Black', the other as 'White'. Each player places two '1'-stones face up and any two other stones face down according to the setting-up disposition of the QUADRUPEL game, each player deciding how to distribute his stones on his allotted starting fields. Black begins.

'Zone 2 placement' game variant: the winner is the first player to build a QUADRUPEL on which the two 1-stones are placed in zone 2 square fields. If the player builds a QUADRUPEL and the 1-stones are incorrectly placed, this player loses the game. However, during the course of the game, 1-stones can be placed on any free field of the board. Also, transient 'wrong' QUADRUPELS may be formed while performing single or multiple jumps.

'Zone 2 placement ban' game variant: the winner is the first player to build a QUADRUPEL such that the two 1-stones are not placed in any zone 2 square field. The same rules as in the previous variant apply.

For both versions, the same general rules as in QUADRUPEL apply.

5) QUADRUPEL - combination game

In this game, both QUADRUPEL-point and QUADRUPEL-Added value games are combined to produce a demanding game. The game goal is to obtain as many points in the best possible QUADRUPELS.

The stones are placed with their numbered faces up on the starting positions, each player deciding how to distribute the stones on his allotted starting fields. Black begins.

The winner is the player that builds the highest-valued QUADRUPEL. This value is composed of two factors: a 1-4 score as described in QUADRUPEL-Added value, and a 10-30 score calculated as described in QUADRUPEL-Point game. The product of these two scores represents the QUADRUPEL value.

Example:

1					
	2		④		
		3	①		
	●	●	③	●	
		●	②		

The white Straight QUADRUPEL scores 48 points

(Straight value: 2; point value: 24; total value: $2 \cdot 24 = 48$)

As in QUADRUPEL-Added value game, if a player builds a QUADRUPEL configuration, his opponent can still win (or draw) the game if he is able to form a QUADRUPEL of same or higher value within the next additional turns. However, each extra turn will cost him 1 point, that will be deduced from the value of the eventually built QUADRUPEL. During this additional turns, the builder of the first QUADRUPEL no longer participates, and his stones' position remains unchanged until the game end. Consequently, only three additional moves are possible (and only if eventually building a diagonal QUADRUPEL), otherwise the QUADRUPEL value will decrease to zero.

However, as the QUADRUPEL value is determined by two factors, a player can, for example, win the game by using an additional turn to build a QUADRUPEL of the same kind as the first built QUADRUPEL.

The players need constantly to think ahead and ponder whether and when to built a QUADRUPEL that can't be beaten, or if/when it's appropriate to propose a 'QUADRUPEL trap' to the opponent.

The same general rules as in QUADRUPEL-Added value and QUADRUPEL-point apply.