

QuestFour

2015, Robert G. Brown, <https://www.facebook.com/QuestFour>



the game is played on a 4x4 board using four 2x2 tiles

There are 16 red pieces in four sizes (marked with 1, 2, 3, or 4 dots), and the same set of 16 black pieces

On his turn, each player must complete these two steps in order:

1. Choose a friendly piece and place it on any square following these rules:
 - Each square can hold up to four pieces total
 - All pieces in a square must be different sizes (based on dots: 1, 2, 3, or 4)
 - Both colors can occupy the same position (as long as they're different sizes)
 - Pieces can be placed in any size order—no need to start small or big
 - Once placed, pieces cannot be moved or removed
2. Rotate 90° any one of the 2x2 tiles, either clockwise or counterclockwise

Goal. The player that first gets a winning pattern wins the game.

The patterns:

- Four friendly pieces in a row, orthogonally or diagonally, no matter the size (the winning row can include squares that also contain opponent pieces)
 - Note: A more difficult goal is that the four pieces must be of different sizes, and they appear in size order along the row.
- Four friendly pieces all in the same square, stacked vertically

Stalemate: If all 32 pieces have been placed and no one has four in a row, the game ends in a draw.

Tie: If both players complete a four-in-a-row pattern at the same time, the player with the most four-in-a-row patterns wins. If both players have the same number of patterns, the game is a tie.