



## Introduction

LineUp!™ is a strategy game that is simple to learn but has a depth that allows complex strategies to evolve during the course of play. The game is perfect for all ages and skill levels, providing many thought-provoking hours of enjoyment and discovery.

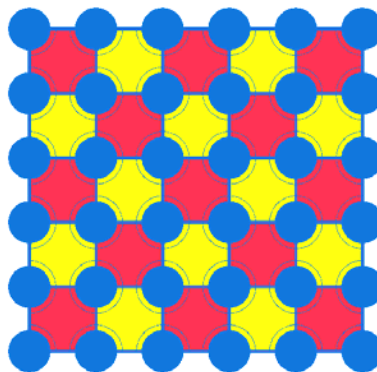
## Contents

- 1 flexible LineUp!™ game board
- 50 tokens, 25 of each colour
- 1 instruction sheet

## Objective

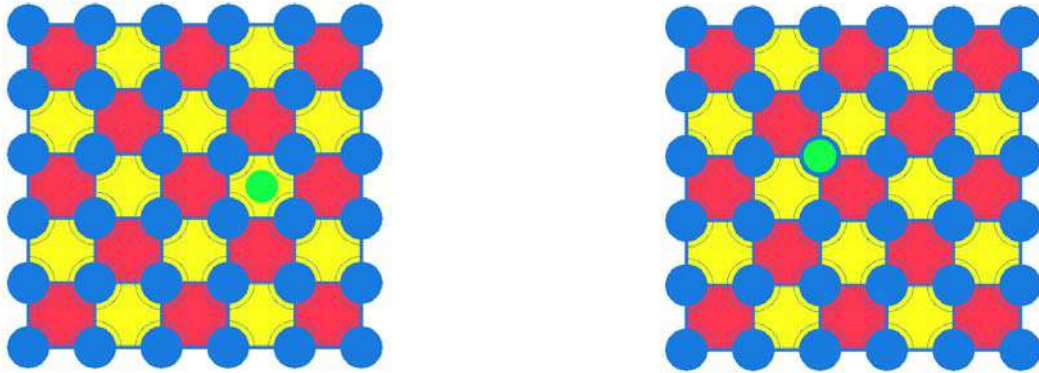
The object of LineUp!™ is to create as many secured structures as possible.

## Playing The Game



*The LineUp!™ board*

LineUp!™ is played on a 5x5 grid of squares, with circles at each corner of these squares forming a 6x6 grid. On each player's turn they are permitted to place a token on any of these squares or corners. Players start with 25 tokens each and the game is over when both players have used all of their tokens.



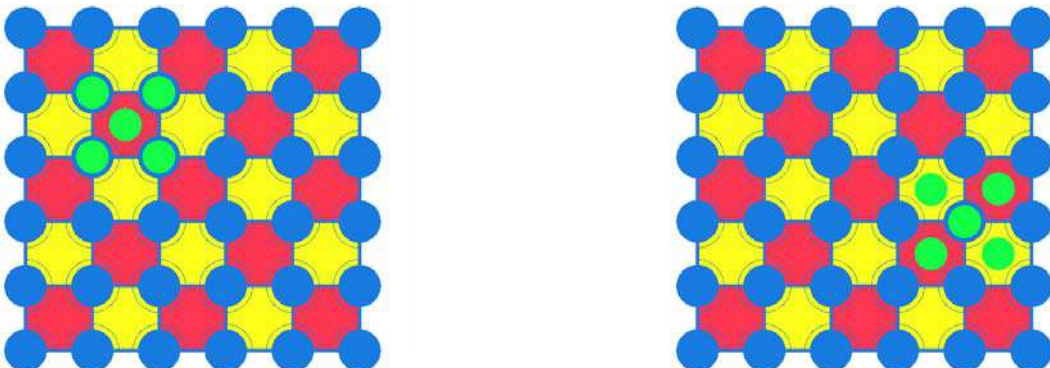
*A token can be placed on a square or a corner.*

### ***Secured Structures***

The object of the game is to attempt to build *secured structures* by either placing or capturing tokens on the board. There are two types of secured structures:

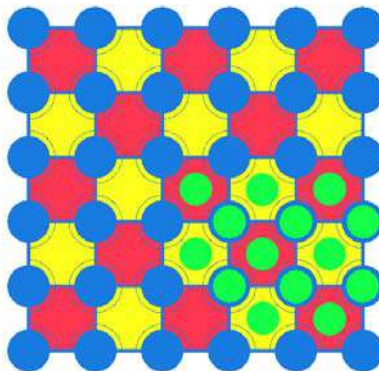
- Having tokens on a square and the 4 corners surrounding it
- Having tokens on a corner and the 4 squares surrounding it

Tokens making up a secured structure cannot be captured.



*The two types of secured structures*

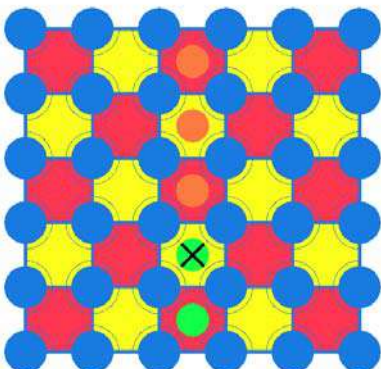
Tokens can be used in multiple secured structures simultaneously, so it is possible to create “nets” of secured structures. The figure below contains 5 secured structures.



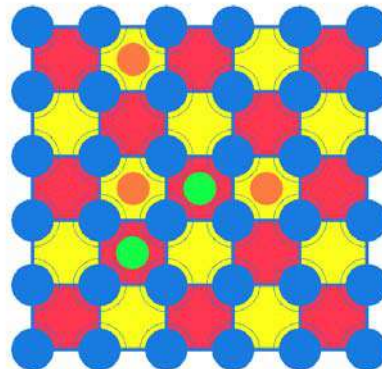
*There are 5 secured structures on this board: 3 centred at a corner and 2 centred at a square.*

### ***Capturing Tokens***

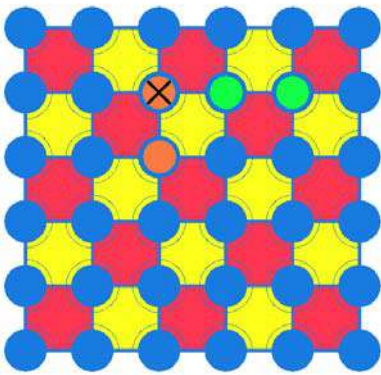
Instead of placing a token on an unoccupied area of the board, a player may remove *one* of their opponent's tokens and replace it with their own. This is called *capturing* a token. Captured tokens are removed from the game. A token may only be captured if you have a line of tokens adjacent to the token you wish to capture that is *greater* in length than the line of your opponent's adjacent tokens in the opposite direction. Thus, to capture a square you must have a line of squares and to capture a corner you must have a line of corners. Tokens that make up part of a secured structure cannot be captured, but can be used in forming lines to capture other tokens.



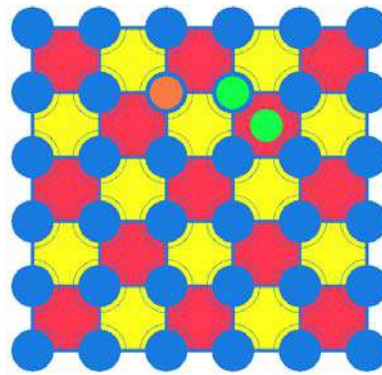
*The green token marked with an X may be captured here because the orange player has a line of length 3, which is longer than the green line of length 2.*



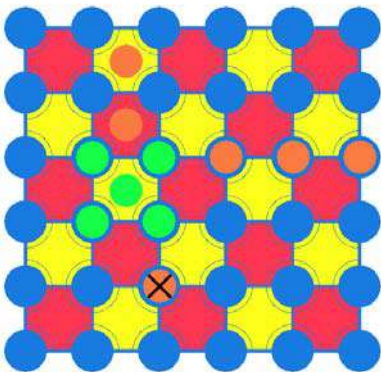
*No tokens are able to be captured here. The longest line is of length 1.*



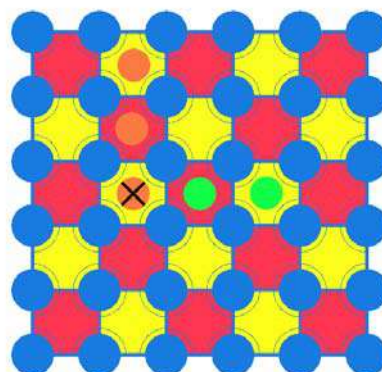
*The orange token marked with an X may be captured here because the green player has a line of length 2, which is longer than the orange line of length 1.*



*No tokens are able to be captured here. The longest line is of length 1.*



*The green tokens are safe here because they form part of a secured structure. They can still be used to capture the orange token marked with an X.*



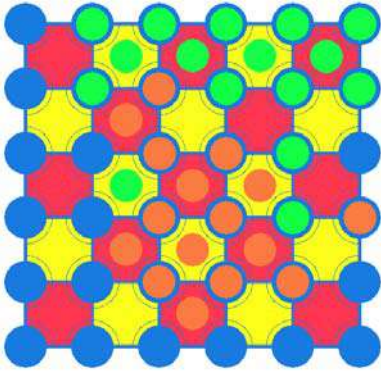
*The orange token marked with an X may be captured here because the green player has a line of length 2, which is longer than the orange line of length 1. On the following turn the token marked with an X will be green and may be captured since the orange player has a line of length 2, which is longer than the green line of length 1. A token in this situation is said to be in dispute.*

### **Winning The Game**

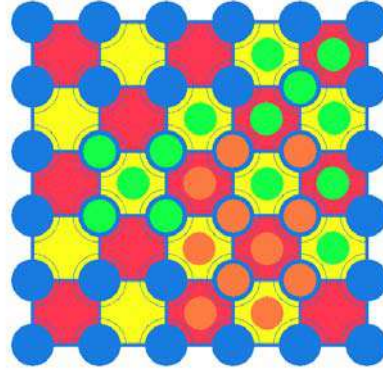
The game ends when both players have run out of tokens to place on the board. When this happens, count the number of secured structures each player has built during the game. Remember, tokens can be used in more than one secured structure. The player with the highest number of secured structures wins.



If the number of secured structures is equal, then the player with the largest number of tokens on the board wins *on possession* (this is the same as the player who has captured the most tokens). If this number is equal then the game is a draw.



*This game has ended in victory for the orange player. The orange player has 3 secured structures compared to the green player's 2.*



*This game has ended with both players having 2 secured structures. The green player wins on possession because they have 14 tokens on the board compared to the orange player's 11.*

## Variants

There are many ways in which to vary the rules of LineUp!™ to provide different gameplay experiences. Here are some suggestions:

- Play with more than 2 players
- Tokens are returned to their owner when captured
- The game only ends when the board is full
- A token can only be captured on the turn immediately following the one in which it is placed. Any token that is placed whilst capturing another token cannot itself be captured.
- Different sized game boards
- Different shaped game boards, with appropriate changes to rules regarding secured structures and capturing
- First to secure a single structure wins
- Higher-dimensional versions
- Entire lines can be captured at a time, rather than just the adjacent token

Some of the above suggestions may require additional tokens. These rules can also be combined to form even more exciting variants of LineUp!™.