



GRANNY'S PILLS



HEXA REALMS

game by Mario Primorac

What are 'Granny's pills'?

You and your granny have just returned from a drug store with a bag full of pills. Earlier today her doctor told you to arrange pills to a schedule according to the prescription he gave you. But beware, to get her well, you need to arrange specific pills at specific times of day and you must not mess up with pills' color types.

In this short puzzle game, your goal is to arrange a given pattern as accurately as possible.

There is a 6x6 grid in front of all players that consists of 36 randomly placed tiles with pills drawn on them. Pills are in 4 different colors and in 4 different shapes.

Each player receives a unique 3x3 pattern tile – a doctor's prescription – and has a 3x3 grid drawn on the board in front of him/her – a weekly and daily schedule when medicine has to be consumed. On these empty spaces of a 3x3 schedule grid each player has to arrange pills as accurately as possible and according to the corresponding pattern from the prescription.

How many players can play and how?

The game can be played by 2 players in 2 rounds, 3 players in 3 rounds or by 4 players in 4 rounds. For each round each player receives a different prescription tile. On each round a different player starts as the first player. Players play their turns in a clockwise direction, starting with the first player. Players decide who starts first.

When one round ends, players calculate their score and continue with the next round with a new first player, until all rounds are played. When the last round has been played, players add their scores from each round and calculate the total score. Scores are then compared and the player with the highest score wins.

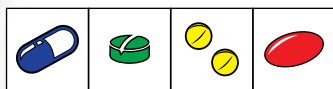
Players can be of age eight (8) and above. Young children can be encouraged to participate too.

How long do we play?

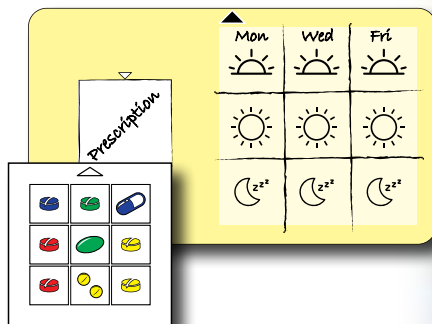
Duration of the game depends on the number of players and their pace how they choose to play the game, and is around 15 minutes in total for 4 players playing with a fluid pace.

What are the game's components?

- One board with a 6x6 grid with 36 empty spaces.
- One medicine bag containing 112 pills tiles in 4 different colors (blue, green, yellow, and red) and in 4 different shapes.



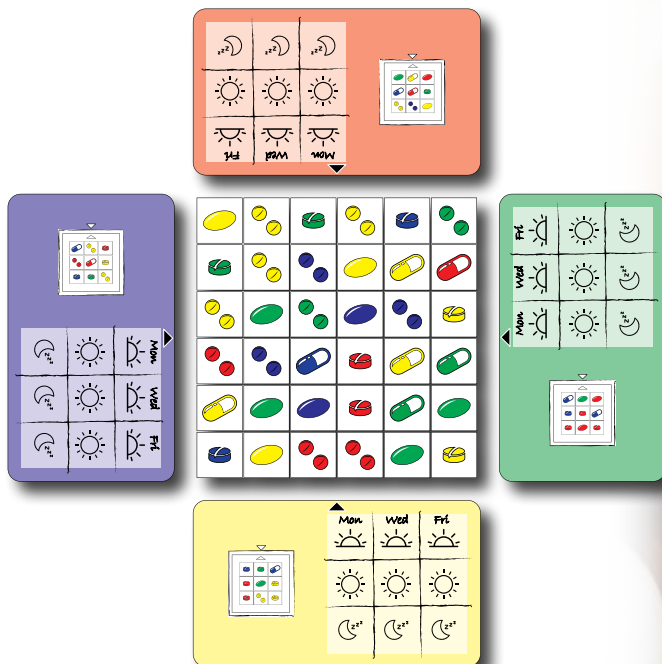
- 4 player boards with a place to hold a prescription pattern tile and a 3x3 schedule grid with 9 empty spaces.
- 35 different prescription pattern tiles.



How do we set up the game?

Players sit around the 6x6 grid and place their boards in front of them so that the big black triangle on the top of the board is facing the 6x6 grid. When 4 players play the game, the boards form a square around the 6x6 grid.

Players randomly take 36 pills tiles from the medicine bag and randomly place them face-up on the 6x6 grid's empty spaces. Players should not try to follow or make any particular patterns on this grid while placing pills tiles. Pills tiles are not removed or placed anew at the end of a round – they stay as they are until the end of the game.



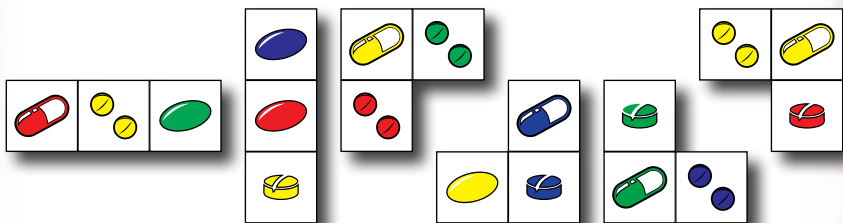
Before each round, each player randomly takes one prescription pattern tile without looking at it, and places it face-down on his/her board in front of him/her. One round consists of a minimum of 3 turns. When the round starts, each player reveals his/her prescription pattern tile before it is his/her turn to play, and not before – this means that the second player will reveal his/her prescription pattern tile at the moment when the first player has finished his/her play for this turn.

The prescription pattern tile is positioned face-up so that the pattern is visible to the player and the small white triangle on the prescription pattern tile is facing the small white triangle on the board where the pattern tile is to be placed.

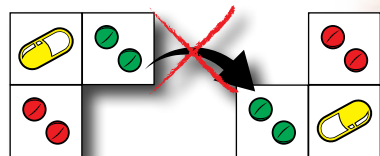
So, we have the setup. Now, how do we play?

In each turn, a player may take 3 adjacent pills tiles from the 6x6 grid and place it in his/her 3x3 schedule grid on his/her board only if these prerequisites can be met:

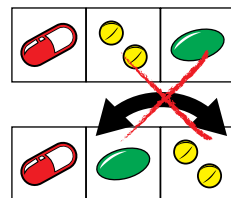
- 3 pills tiles must be adjacent to each other in the 6x6 grid, and can form one of possible configuration forms as shown below, and no others. Diagonally placed tiles are not considered adjacent.



- A configuration of 3 pills tiles must maintain the same orientation as it had in the 6x6 grid. Players cannot rotate or flip the configuration when placing it in their 3x3 schedule grid.



- Pills tiles cannot change positions within the configuration, nor they can be rearranged in the 3x3 schedule grid once they are placed there.

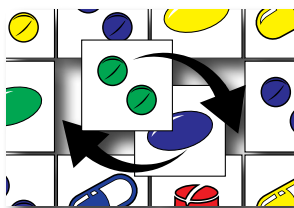


- Colors and order of colors of pills must match the colors from the prescription pattern, otherwise they cannot be taken from the 6x6 grid nor they can be placed in a 3x3 schedule grid; this is not the case with pills' shapes.

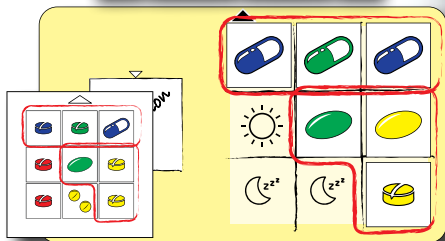
If these prerequisites are achieved, a player can take these steps to take the 3 pills configuration and place it in his/her 3x3 schedule grid:

- If this is the player's first turn, the player reveals his/her prescription pattern tile. Once revealed, tile remains visible to everyone until the end of the round.

- Before taking a 3 pills tiles configuration from the 6x6 grid, once per turn a player may swap any two adjacent pills tiles in the 6x6 grid, whether the 2 will form the configuration which a player will take from the 6x6 grid, whether they are any other 2 pills tiles in the 6x6 grid. Diagonally placed tiles cannot be swapped.



- A player takes 3 adjacent pills tiles from the 6x6 grid in the same configuration and the same orientation as it was in the 6x6 grid, and place it in his/her 3x3 schedule grid, preferably on empty spaces. Pills' colors and positions must match those from the prescription pattern tile. Pills' shapes don't have to match the those from the pattern, but it is preferable for a higher score.



- Before a player's turn ends, a player randomly takes 3 pills tiles from the medicine bag and randomly places them on empty spaces in the 6x6 grid from where the 3 pills tiles were taken.

But what if a player cannot see or find the appropriate pills?

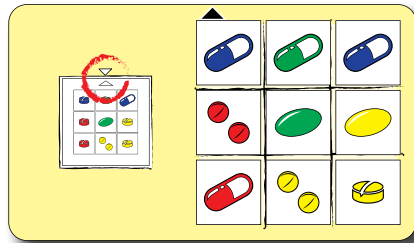
If a player cannot take 3 pills tiles from the 6x6 grid, whether the reason is that there aren't any that match his/her prescription pattern even when swapping two adjacent tiles, whether the reason is that the player cannot find any within the 6x6 grid, the player has to take only one pills tile from the 6x6 grid and place it in an empty space or over another pills tile in his/her 3x3 schedule grid, respecting the pattern. After that, the player randomly takes a new pills tile from the medicine bag any places it on the empty space in the 6x6 grid and now his/her turn is finished.

How long can a player search for a 3 pills tiles configuration?

There are no time limits, so the answer is – as long as other players can tolerate it. If players agree to, they can set up a time limit – when the time ends up, a player must take at least one pills tile, as described in the previous paragraph.

Does it matter how we rotate the prescription tile and its pattern, or how we look at our 3x3 schedule grid?

Yes it does. The white triangles on the prescription tile and on the board have to match, and the pattern from the prescription tile has to be arranged in the same orientation in the 3x3 schedule grid.



When is the end of the game?

The round ends when at least one of the players fills his/her 3x3 schedule grid, all the pills correspond to his/her prescription pattern, and when a turn ends. The next turn does not begin if at least one player has finished the round. The round cannot finish until the last player for that turn has not placed pills tiles in his/her 3x3 schedule grid.

The game ends when all the rounds are finished.

Can one pills tile be placed over another tile in the 3x3 schedule grid?

Yes it can. One pills tile can be placed on top of another tile, but players should try to avoid this. If an existing straight vertical 3 pills configuration is about to be crossed over by a new straight horizontal configuration of 3 pills, a player will notice that this means that one new pills tile will be placed on top of another tile which is already at its position in the 3x3 grid. This is acceptable as long as the pills' colors match.

When there is more than one pills tile in the same space in the 3x3 schedule grid, a player receives a minus 1 point to the whole round score. When scoring, only the top pills tile is considered, and the bottom one(s) are irrelevant.

So, who wins the game, how do we score?

For each of nine (9) spaces in his/her 3x3 schedule grid, a player scores points by matching colors and shapes with the prescription pattern for each round.

- Zero (0) points per each empty space.
- One (1) point per each space with pills tile in correct color.
- Additional one (1) point per each space with pills tile in correct shape.
- Additional minus one (-1) point per each space with more than one pills tile.

When there are more than one pills tile in one space, color and shape from the upper tile are relevant when scoring. If both are correct, this space brings one (1) point.

If a player fails to match colors from the pattern, the round is lost for him/her and the round score is zero (0).

When the game ends, players add their scores from the previous rounds to the last one, and calculate the final score. For example, for 4 players:

| Jon | Sansa | Arya | Bran |
|-----|-------|------|------|
| 11 | 13 | 8 | 14 |
| +12 | +9 | +15 | +11 |
| +9 | +11 | +10 | +12 |
| +13 | +11 | +11 | +10 |
| 45 | 44 | 44 | 47 |



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You and your granny have just returned from a drug store with a bag full of pills. Earlier today her doctor told you to arrange pills to a schedule according to the prescription he gave you. But beware, to get her well, you need to arrange specific pills at specific times of day and you must not mess up with pills' color types.

In this short puzzle game, your goal is to arrange a given pattern as accurately as possible.

- Flip and reveal your pattern tile.
- Swap any two adjacent pills tiles in the 6x6 grid.
- Take 3 adjacent pills tiles from the 6x6 grid.
 - Place it in your 3x3 schedule grid.
- Pills' colors and positions must match the pattern.
- Correct pills' shapes bring additional points.
- Randomly take and randomly place 3 new tiles in the 6x6 grid.
 - Score as many points as you can.



2 - 4 players age 8 and above 15 minutes

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