

The Swap

Objective:

To get all discs into their home quadrant

Components:

- 6 x 6 grid - split into quadrants
- 40 discs - 10 red, 10 yellow, 10 green, 10 blue
- 3 phase cards
- 4 action cards
- First player token

Set up:

- Take one disc of each of the four colours and place them at random - one outside corner of the grid.
- 'Shuffle' the remaining 36 discs and place them - one on each grid square at random.
- Give one player the first player token.
- Place the four action cards face up next to the grid.
- Place the three round cards one on top of the other with Phase 1 at the top and Phase 3 at the bottom
- Assign each player one of the four quadrants.

How to play:

Beginning with the starting player - each player in turn chooses one of the four action cards and executes the action on it.

Players must always execute actions in their own quadrant.

The available actions are:

- **Move one outer disc to the other end of the row and shunt.** One disc in an edge position of the player's own quadrant is removed and moved to the other end of the row or column it is situated in. Then all the other discs in the entire row (five in total) are shunted down one space each.
- **Swap two adjacent discs within one quadrant.** Two discs orthogonally adjacent to one another and both within the home quadrant swap positions.
- **Swap two adjacent discs across the border between two quadrants.** Two discs orthogonally adjacent to one another - one in the home quadrant, the other across the border in a different quadrant - swap positions.

