

Eat Thyself

by Martin Grider

2-3 Player Abstract

10-30 minutes



Components

1 circular (ouroboros) gameboard

2 "king" pieces for each player (▲, ●, ◆)

4 "pawn" pieces for each player (△, ○, ◇)

6 "empty space" pieces (□)

3 double-sided cards for each player (1&2, 1&3, 2&4)

Overview

An abstract strategy game for 2 or 3 players, played on a 1 dimensional board of varying size. Move your "king" pieces around the gameboard attempting to land on and "eat" your own "pawn" pieces. When you have only one piece remaining, you win the game!

Setup

For a two player game, put the pieces on the gameboard circle in this sequence:

□, ▲, ○, △, □, ●, △, ○, □, ▲, ○, △, □, ●, △, ○

For a three player game, put the pieces on the board in this sequence:

□, ▲, ○, ◇, □, ●, ◇, △, □, ◆, △, ○, □, ▲, ○, ◇, □, ●, ◇, △, □, ◆, △, ○,

Choose which two of the three cards to play with, and place a set of those cards in front of each player. Make sure that every player shows the same sides facing upward. The other cards go back in the box and are not used.

Gameplay

On your turn, you choose which of your two cards you would like to use, move one of your "king" pieces that number of spaces, and turn the card over to its opposite side. The piece can move either direction, and may land on any of the other types of pieces. The

following possible things may happen when a piece lands on the corresponding type of piece:

Your own "pawn" piece

Remove the pawn from the game. It goes back in the box and will not be needed again.

Your opponent's "pawn" piece

You take the "pawn" in hand, and may place it back on the gameboard between any two pieces, or on top of any unoccupied "empty space" pieces.

Your own "king" piece

Remove the "king" from the game. You are also allowed to remove one of your other "pawn" pieces from the game.

Your opponent's "king" piece

Take the "king" in hand, as well as two of their other pieces. You then put them back on the gameboard one at a time (in any order) between any two other pieces, or on top of any unoccupied "empty space" pieces.

An unoccupied "empty space" piece

Place your king on the "empty space" piece. Nothing else happens.

Goal

You win when you are the first player to remove all but one of your "king" pieces from the game.

Credits

Created by Martin Grider for the Global Game Jam (<http://globalgamejam.org/>)

Art by August Brown.

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