Tensor

Object

The object of the game is to move any of the pieces onto a space that has a Star.

Play

Players randomly choose to be black or white. Each player takes the ten card deck for that color.

The three pieces are placed on the starting spaces designated by the board.

Turns

Each hand of the game has three turns. During a turn, each player chooses one of the remaining cards from their hand for each of the three pieces on the game board, and places that card face down in the corresponding spot on their side of the board.

Once each player has placed all three cards, the cards are revealed in order. First, both cards for the red piece are revealed. The actions on <u>both</u> of these cards will take effect, with the higher numbered card acting first. If both cards have the same number they are discarded with neither card affecting the piece.

Pieces may only move along black lines and may not move into occupied spaces. If a card dictates that a piece move a direction and there is no line there or the space is occupied, then the piece does not move that part of its movement.

Pieces must move as much movement dictated on the card as possible. For example, if a card is played that moves a piece three spaces toward a player and the piece reaches the end of the board after two spaces, it ends its movement in that space at the edge of the board. Players *may not* opt to stop moving a piece before the full number of spaces has been moved.

If a card gives the player a choice about moving a piece (for example moving a piece one space toward them and one space to the left) the player may choose to move these in either order, even if the choice means the piece does not move two spaces total.

After the red piece has finished moving the same process is followed for the blue and finally the yellow piece.

Once all six cards have been revealed they are removed from play until the end of this hand.

Two more turns follow with six more cards being removed from play each time.

At the end of the hand both players receive all of their cards back.

Hands continue in this manner until a player wins.

Winning

As soon a piece *ends* its movement on a Star the player whose card moved that piece there is declared the winner.
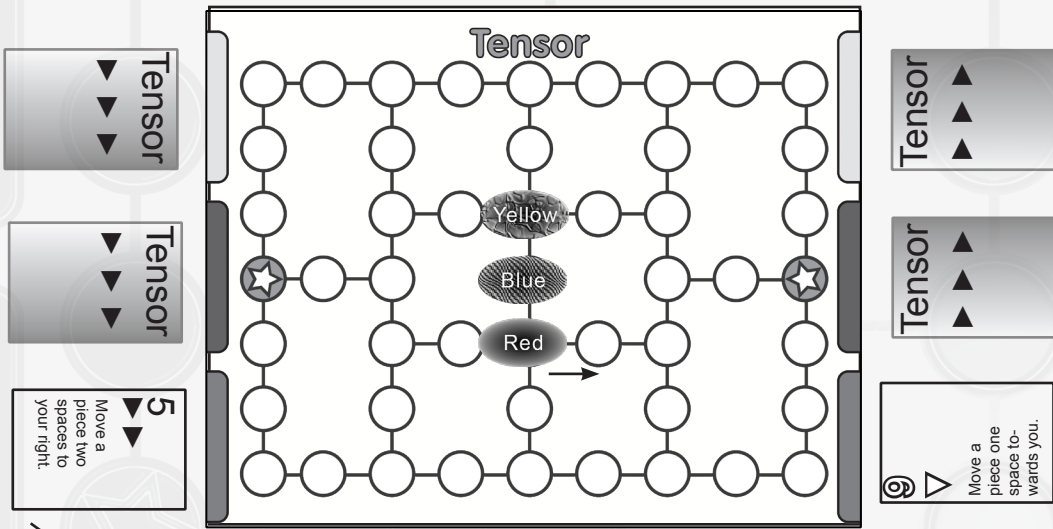
Optional Rules

Variant 1: Players can only win by moving a piece to a Star on their side of the board. Alternately, you must move the piece to the Star on the opposite side of the board.

Variant 2: Moving a piece to a Star scores one point. At the end of the turn the piece is placed back on its starting position. If that position is occupied then the piece remains out of play until the position is vacant at the end of a turn. A player wins when they get to three points. Alternately, reset all three pieces to their starting points each time a player moves a piece onto a Star.

Examples:

First card: White and Black have both chosen three cards and played them face down. Each player now turns over their card for moving the red piece. White's ⑨ beats Black's **5** so White moves first, moving the piece towards White (to the right on the diagram below). Black's card would have moved the piece to their right (down on the diagram below), but since White went first, Black's card has no effect.
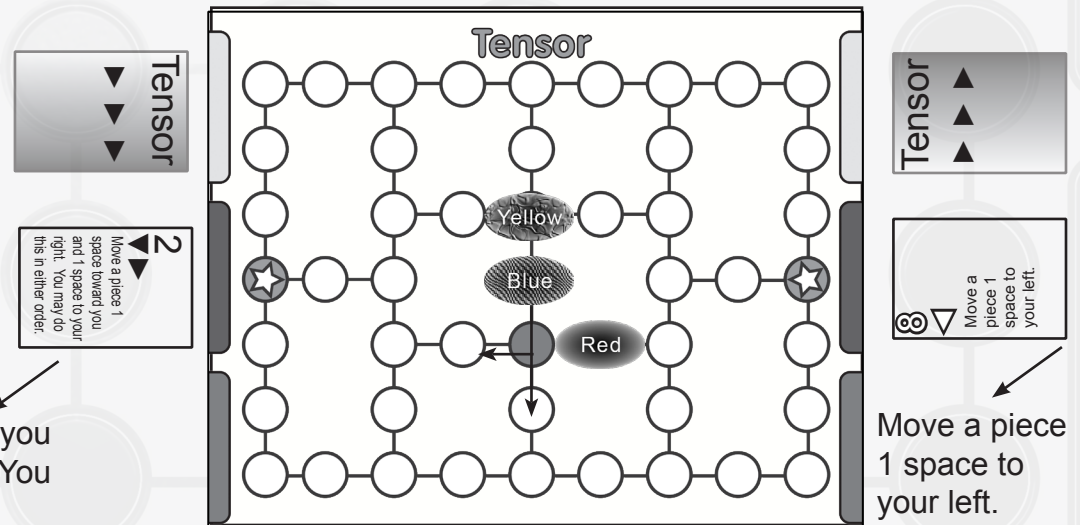

Move a piece 2 spaces to your right.

Move a piece 1 space toward you.

Next card:

White's ⑧ card goes first, moving the Blue piece one space to White's left (down on the diagram below). Black's **2** card can then either continue moving it the same direction (down on the diagram) or can move it one space closer to Black's side. Note that only one of the moves on the card can be made; Black decides which.

Move a piece 1 space toward you and 1 space to your right. You may do this in either order.

Move a piece 1 space to your left.

Visit www.CloudKingdom.com/Tensor for additional rule variations and alternate boards to print for yourself.