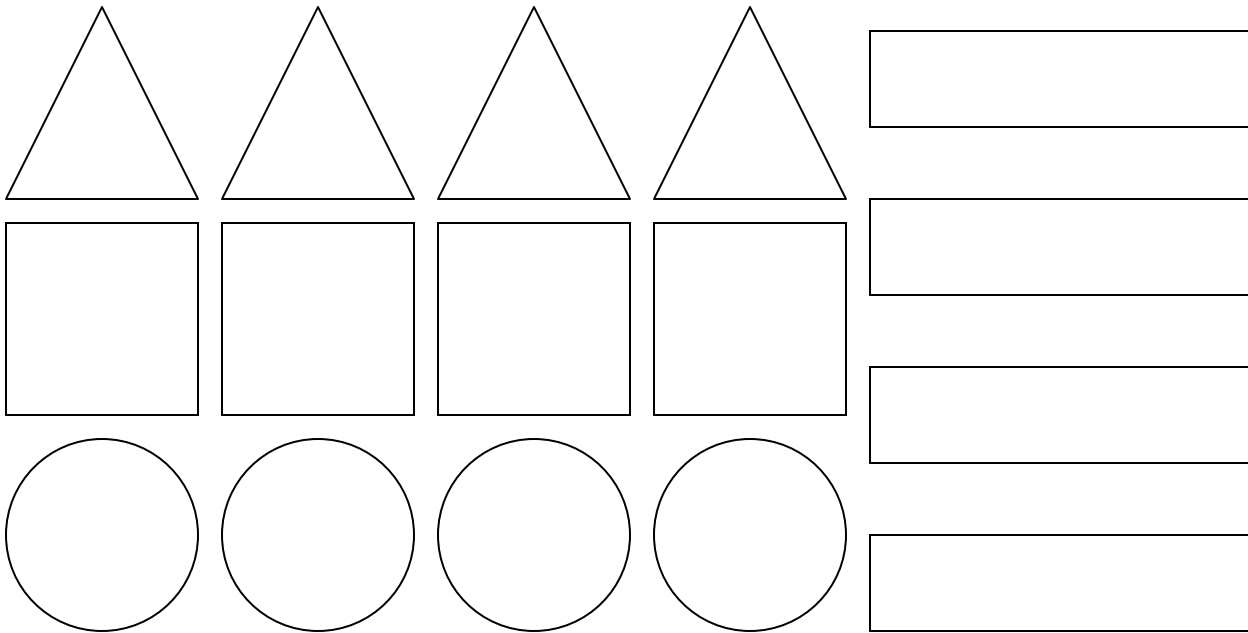


## Shape Wars: For Lack of a Better Name

So you've got sixteen shapes down there. You're going to print or copy them onto pretty stiff cardstock. Each player (there should be at least two) needs a sheet of these. Each shape needs an odd number on each side. You're going to assign the numbers from the following list to the shapes as you like – customizing your...uh...army. After that, each player sets up their army along their starting edge of the play-field which could be a big table or a little one or just your old Economy of the Chalcolithic text – whatever. Then every player takes turns moving one of their pieces. To move it, flip it along any flat edge or curve – but not a corner, a number of times equal to the number that was face-up when you started. If one of your pieces covers part of another of yours, the bottom one(s) can't move. If one of your pieces covers part of an enemy (the other players' pieces) then you've captured it and get to take it off the field. Go!

Assign the following numbers to the pieces' two sides:

1,1,1,1,1,1,1,1,1,1,1,1,1,1,1,3,3,3,3,3,3,3,3,3,5,5,5,5,7,7



Shape Wars was created on 19 February 2008 by Christopher Weeks while he was home with a really crappy virus. Feel free to distribute and modify, retaining this statement at the bottom – and please let Chris know if you use this in any way. You can contact him through the blog posting at which he released this into the wild: <http://thingsweeks.blogspot.com/2008/02/shape-wars.html>