



Kirsten Hiese
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Shifting SEASONS

An abstract tile-shifting game
by Kirsten Hiese

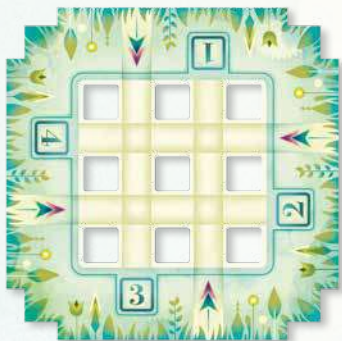
Icy crystals dance through the air until the sun makes its way back after a long break and gently awakens flora and fauna from hibernation. Colourful, delicate blossoms then bravely stretch their heads into the warmth and enjoy the longer days. But soon the air once again smells of damp moss and the days become shorter...

An interplay of change and renewal awaits you!

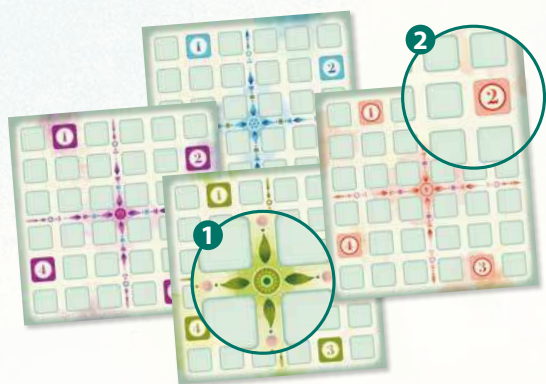


**EDITION
SPIELWIESE**

Contents



1 sliding game board



4 player boards

in the seasonal colours **1**
each divided into 4 areas **2**



spring


summer



autumn

winter

112 tiles

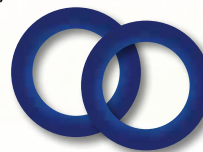
28 tiles in each of the 4 seasonal colours,
14 of which are precious tiles 



1 bag



1 display



7 frames



1 start player
token



9 bonus tokens



16 scoring aids



1 score pad



2x7 score cards

Aim of the game

In **Shifting Seasons**, players are trying to secure valuable tiles through clever movement. Tiles gained are placed on your player boards in an attempt to best fulfil the scoring cards on display. The better a player manages this, the more points they will score. The player with the most points at the end of the game will be the winner.

Setting up the game

- Place the **display** and the **frames** within easy reach of all players. Have everyone take **1 bonus token** and a **player board** in one of the 4 seasonal colours and place both in front of you. Then, place a number of additional bonus tokens on the display according to the table. It does not matter which side is facing up.



Number of additional bonus tokens on the display

2	3 bonus tokens
3	4 bonus tokens
4	5 bonus tokens

- Separate the **score cards** by their backs and shuffle them. Now draw **2 random cards** of each colour and place them face up in clear view of everyone. The **score pad**, a pen and **scoring aids** are only necessary at the end of the game.


Note: For an easy introduction to the game, we recommend that you use the following score cards for your first game:





- The number of **tiles** used in the game will vary depending on player count:



Number of tiles

2	Use only the tiles with  on the back. Return all unused tiles to the box.	64 tiles (32 of which are precious)
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3	Use only the tiles with the  and  on the back. Return all unused tiles to the box (24 tiles).	88 tiles (44 of which are precious)
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4	All tiles are used.	All 112 tiles (56 of which are precious)
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Put all the tiles to be used into the **bag** and mix them well. You can return any unused game material (bonus tiles, tiles, etc.) back to the box as they will not be needed during this game. Set aside any player boards that you are not using.

- Now, place the **bottom part of the box** in the centre of the table with the **sliding game board** on top so it forms a flat surface. Then draw **16 random tiles** from the bag and place them on the available spaces of the sliding game board so that all the lanes are completely filled.
- Draw 3 additional tiles and place them on the designated spaces of the **display**.



Gameplay

The youngest player starts the game and receives the **start player token**. This token will stay with the same player for the entire game and will not be passed on. If players ever lose track of whose turn it is, they can use the number of tiles on the start player's board as a guide.

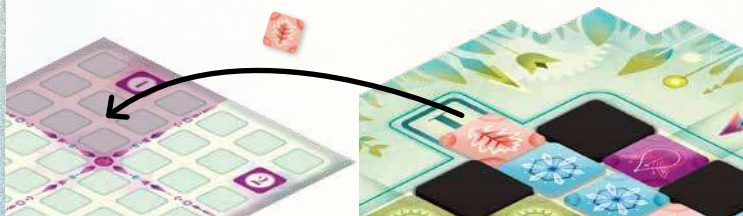
Players take turns in clockwise order, as follows:

Choose a tile from the display and push it along an arrow into one of the 4 lanes of the sliding game board. By doing so, another tile will be pushed out of the other side of the lane and will land on a number.

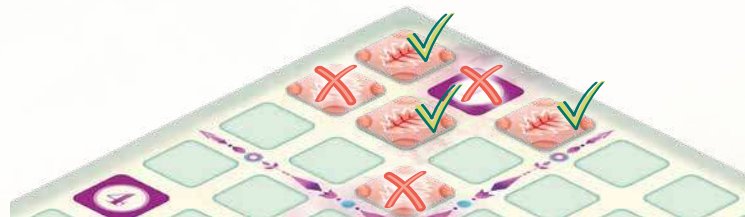


Take this tile and place it in the matching numbered area of your board according to the following rules:

- The tile **may only be placed** in the same numbered area of your board.



- The first tile you place in an area of your board **must be placed orthogonally adjacent to the printed number**. You may never place a tile on the number itself.



- Future tiles placed in this area **must be orthogonally adjacent** to either another tile within the area or to the printed **number**. You may not place your tile in another area because of this. Diagonal placement of tiles is **not permitted**.



- You may only place tiles on empty spaces, i.e. spaces that do **not already contain** another tile.

- If an area is completely filled **for the first time** through your tile placement, take an available frame and place it over the number of the filled area. You also take a bonus token from the display (as long as frames and bonus tokens are available, see section "Bonuses").

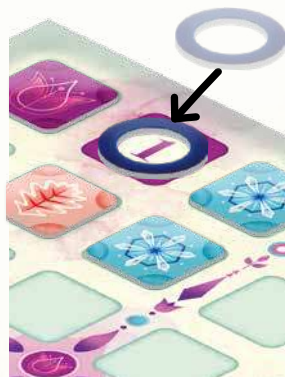


- If there are no more empty spaces in an area of your board, you may **not** use the corresponding lane of the sliding board.

Once you have placed the tile on your board, draw a new tile from the bag to replenish the display. Then the next player takes their turn.

Bonuses

Whenever an area on your game board is **completely filled for the first time** with tiles, you mark it by placing a frame around the area number. As a reward, you can then take a bonus token from the display. If there are no bonus tokens remaining, unfortunately you go away empty-handed.



If you wish to use a bonus, you may do so at the appropriate time by carrying out **one of the two bonus effects** and then discarding the bonus token. You may use multiple bonus tokens on your turn if you have more than one.



Move Use before or after your turn begins:

Move a tile already on your board to any other free space. You may also change the tile's area. If this frees up a space in an already completely filled area, you may not remove the frame from the number and the area does not give you a bonus if completed a second time.

You cannot cause a chain reaction of bonuses in this way: If you move a tile with a bonus effect and thus completely fill another area, **you do not receive a new bonus**. However, you still have to place a frame on the number of the newly filled area (if still available).



Shift twice Use before your turn begins:

You may shift 2 tiles in a lane on the sliding game board. As usual, choose a single tile from the display and slide it into a lane of the sliding game board: You can then use the tile that was pushed out **in the same lane and same direction** to push out another tile. This second tile is then placed on your player board as usual.

If you still have bonus tokens at the end of the game, they expire unused.

End of the game and scoring

The end of the game is triggered when the display cannot be refilled after the bag has run out of tiles. Continue play until the display is empty. Each player will now have placed all 24 tiles on their player boards.

Now it is time for scoring. Each player evaluates their player boards against the 4 score cards to see how many points they score.

In order to earn points from a score card, the requirements on the card must be met **at least once**. Many requirements can be completed, and thus scored, more than once. If a player does not manage to fulfil the requirements of a score card, they will score no points for it.

Points are calculated as follows:

1 point per tile that forms part of the scoring requirement

+ 1 additional point
per **precious tile** being scored



and

+ 1 additional point
per scoring tile that matches the **player's seasonal colour**



Tiles that do not form part of a score card requirement will not score any points.

Go through each of the 4 score cards one at a time, calculating the points scored for each player and tracking these using the score pad.

Note: The use of scoring aids is optional. These can be used to help keep track of scores by simply placing them on areas or groups of tiles that have already been considered for scoring.



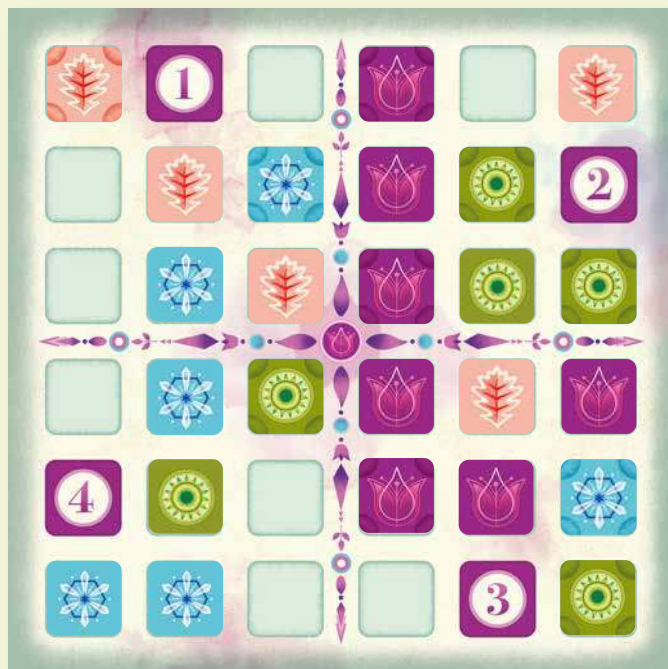
Once all 4 score cards have been evaluated, the player with the most points wins.

In the event of a tie, the player with the most precious tiles on their board wins.

If there is still a tie, the tied players share the victory.

	20	18	20	
	14	11	8	
	21	17	22	
	15	10	15	
Σ	70	56	65	

Example of scoring

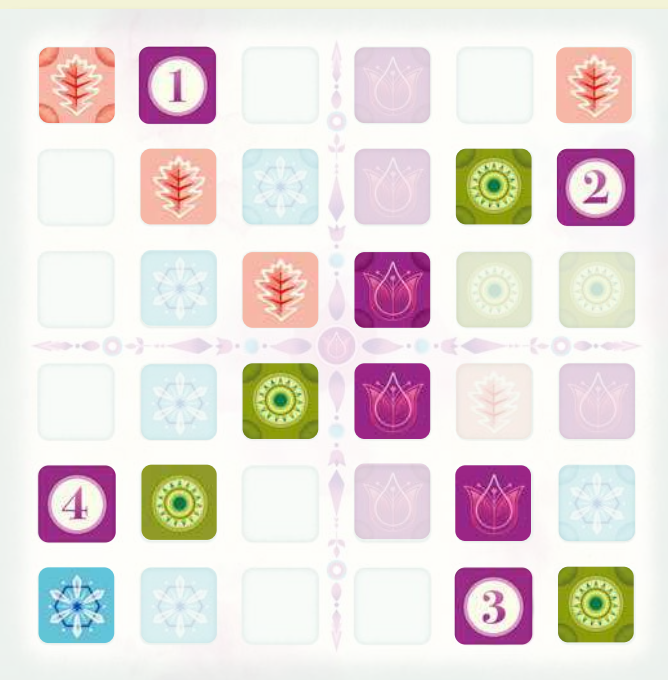


Spring player's board (purple) at the end of the game.



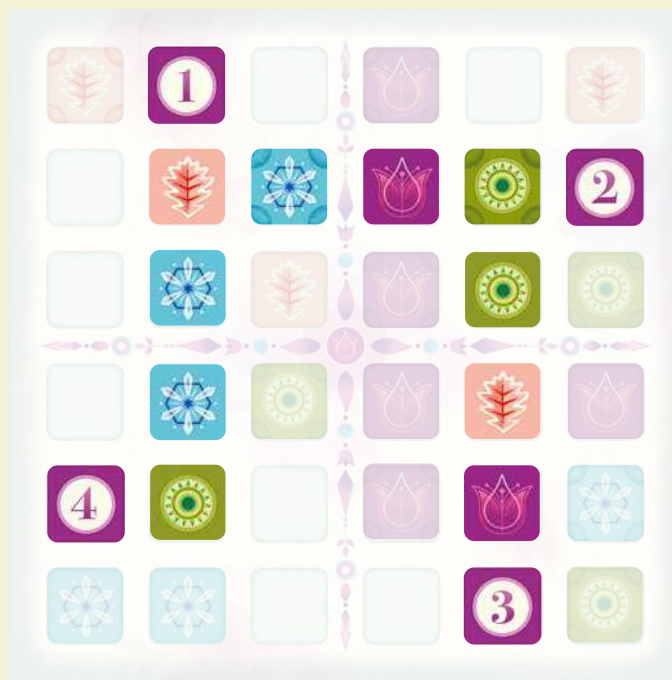
Example of scoring using the 4 score cards recommended for a first game.

- ① All tiles from each diagonal line consisting of exactly 6 tiles are scored:



12 points (1 point per tile) + **5 points** (1 point per precious tile amongst the scoring tiles) + **3 points** (1 point per tile of the player's seasonal colour) = **20 points**

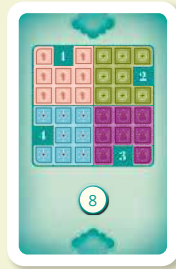
- ⑤ All tiles that form a complete connection between two area numbers as depicted are scored:



10 points (1 point per tile) + **2 points** (1 point per precious tile) + **2 points** (1 point per tile of the player's seasonal colour) = **14 points**

The two tiles on the top left and top right (🌿🌿) are only scored once, even though if they form part of 2 connections. The lower connection between number 3 and 4 is not complete and therefore is not considered for scoring.

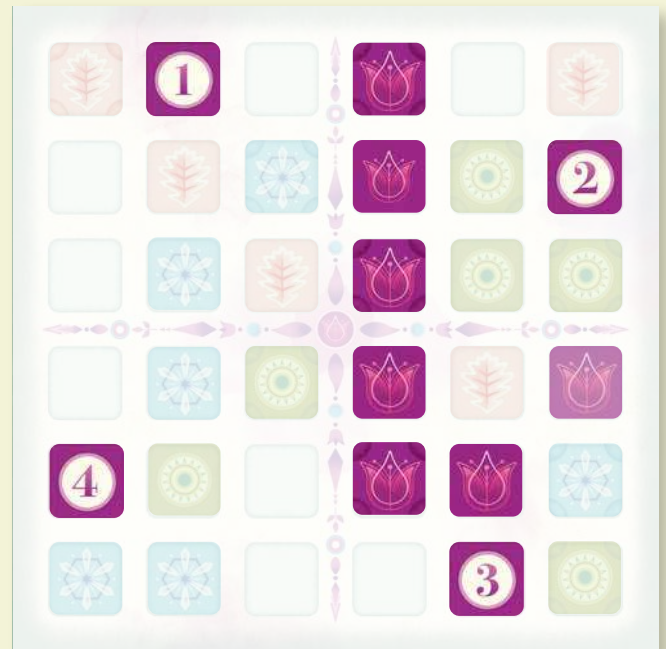
- 8 All tiles matching the colour of the area they are placed in are scored:



(Points per tile + precious tiles + tiles of player's seasonal colour)

Area 1, autumn: 3 points + 1 points + 0 points
Area 2, summer: 3 points + 2 points + 0 points
Area 3, spring: 4 points + 1 points + 4 points
Area 4, winter: 3 points + 0 points + 0 points
= 21 points

- 13 All tiles of a single colour in the largest contiguous group are scored:



6 points (1 point per tile) + **3 points** (1 point per precious tile) +
6 points (1 point per tile of the player's seasonal colour)
= 15 points

The spring tile in the rightmost column is not considered for scoring because it is not orthogonally adjacent to the group being scored.

In total, the spring player (purple) would score 20+14+21+15=**70 points**

20				
14				
21				
15				
Σ	70			

Score cards

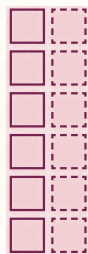
You only score points from a score card if the requirements have been met at least once. The requirements on certain score cards allow you to score multiple times.

You may have more tiles in a row or column than strictly necessary for scoring. However, you will only receive points for the tiles that are part of the defined scoring.

In these scoring requirements, **the position of the tiles are given**, but the colour of the tiles are not relevant.






It is not necessary to have made the basic shape in the position depicted by solid lines in order to score the alternative shapes shown by dashed lines.



In this example (score card ③), each column consisting of 6 tiles may be scored. There are a total of 2 columns where this is possible on the player board.

If you have completely filled one of the two columns with tiles at the end of the game, it may be scored. It does not matter whether it is the left or right column. If both columns have been completely filled, you can score both.



-  Solid line spaces show one of the required basic shapes for scoring.
-  Dashed line spaces show alternative positions for the basic shapes.
-  Some spaces can belong to several scoring possibilities. However, you may only score each space **once** per score card.

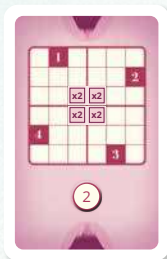


Score cards overview



You may score each **diagonal** line that consists of exactly 6 tiles.

(Max. twice possible)



If **all 4 spaces in the centre** of the player board are filled with tiles, you may score them twice. This means you score double the points.


(Max. once possible)



You may score each **column** that consists of exactly 6 tiles.


(Max. twice possible)



You may score each **column and row on the outer edge** of the player board that consists of exactly 5 tiles. You may only score any tile that forms both a row and column  once.

(Max. four times possible)



You may score each group of 4 tiles that connect 2 area numbers orthogonally along the shown spaces. You may only score a tile that is part of several connections once (shown with a ).

(Max. four times possible)

Note: Having a 5th tile in the respective row or column is allowed, but the tile will not be considered eligible for scoring.



If you have filled all **3 spaces directly adjacent to an area number** with tiles, you may score them.

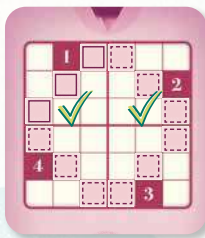
(Max. four times possible)



You may score each complete **3-tile diagonal as depicted**.

You are not permitted to mirror or rotate any given shapes to score them.

(Max. four times possible)



These cards have requirements that specify the **colours of the tiles**. The exact position of the tiles is not relevant for scoring unless explicitly stated.



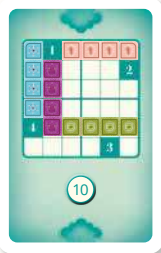
Each area is **assigned a colour**. You may evaluate all 4 areas and score points for each tile that matches the colour of the corresponding area.

(Max. four times possible, i.e. once per colour)



You may score each **set of 4 tiles** made up of **4 different colours** within the same area. You may score up to 2 sets in each of the 4 areas, but only once for each tile.

(Max. twice per area possible, i.e. a maximum of eight times in total)



You may score a **row or column containing 4 adjacent tiles of the same colour**. It may extend over several areas and you may score each of the 4 colours once.

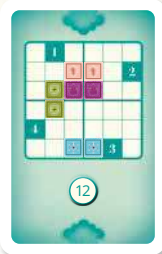
(Max. four times possible)

Note: *If there is a 5th tile of the same colour in the row or column, it may not be included for scoring. In this case, choose the 4 tiles you wish to score.*



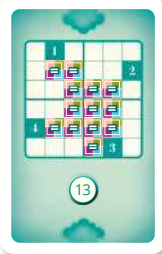
You may score a **diagonal line of 3 tiles of the same colour**. This line may extend over several areas and you may score each of the 4 colours once.

(Max. four times possible)



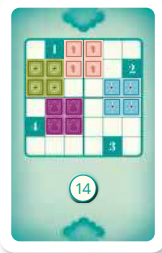
You may score each pair of **same-coloured adjacent tiles in 2 different areas**. You may only use each tile once.

(Max. ten times possible)



You may score your choice of **the largest contiguous group of tiles of a single colour**. These tiles may extend over several areas. (If you have several groups of the same size, choose only one to score.) Tiles that are only diagonally adjacent to tiles within the group are not considered part of the group.

(Max. once possible)



You may score a **square that consists of 4 tiles of the same colour**. The square may extend over several areas and you may score squares of each of the 4 colours once.

(Max. four times possible)

Brief overview

On your turn, carry out the following steps in order:

1. Take a tile from the display.
2. Push it into one of the 4 lanes on the sliding game board.
3. Place the tile that was pushed out of the lane onto an empty space within the matching numbered area of your player board.
4. If necessary, place a frame around the area number and take a bonus token (if still available).
5. Draw a tile from the bag to refill the display.

Reminder: You can also use one or more bonus tokens in your possession.

You can use a bonus token to either **move a tile on your player board** or to **shift tiles in a lane twice** on the sliding board.

End of the game

The end of the game is triggered when the display cannot be refilled. Continue play until the display is empty. Each player will now have placed all 24 tiles on their player boards.

Scoring

Only the tiles that form part of a score card requirement will score points:



1 point each



1 additional point each



1 additional point each

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