

# Symbol Chain

## Object of the game

- Obtain points through completing the symbol sequences on the tiles you play

## Components

- 1 7x7 board (comes in 6 pieces)
- 144 playing tiles (6 sets of 36)
- 9 starting tiles (marked with an 'S')

## Setup

- Place the board in the center of the table
- Have each player select a set of playing tiles to use throughout the game (player 1, 2, 3, or 4)
- Sort the tiles into 5 stacks based on the length of the sequence written on each tile
  - place the 2 and 3 sequence stacks face down
  - place the 4, 5, and 6 sequence stacks face up
  - place these 5 stacks (2, 3, 4, 5, and 6) in a row in front of you
- Place the 9 starting tiles face up on any spot on the board
  - the 3 symbols are triangle, circle, and cross (x)
  - the 3 colours are black, white, and gray
  - this gives 9 symbol/colour combinations
- Ensure all players have seen the symbols on the tiles and then turn them face down
- Select a player to keep track of the score or have players keep their own score

## Play

- Select a starting player
- That player chooses a tile from the top of one of their 5 stacks and places it face-up on the edge of the gameboard
- The player then attempts to flip over tiles on the gameboard, one at a time, to complete the sequence written at the top of their selected tile
  - Each correct tile flipped over that is either a starting tile or a tile placed by another player gives the current player 1 point
  - Each correct tile flipped over that is a tile previously placed by the current player gives that player 0 points instead of 1 point, but the player may continue to complete their sequence
- If the player flips an incorrect tile when attempting to complete a sequence the player's turn ends immediately (all points from earlier correct flips still count)
  - discard the tile that the player had selected from their 5 stacks
  - flip, face-down, any tiles that had been flipped over during that player's turn
- If the player successfully finishes the sequence, in the correct order, they can place their selected tile on the board
  - place the tile at a location with a face-down tile
  - reveal the identity of the face-down tile and move it to an empty spot on the board
  - flip, face-down, any tiles that had been flipped over during that player's turn
- The current player's turn is over and the player to his/her left selects a tile from one of their 5 stacks to begin their turn

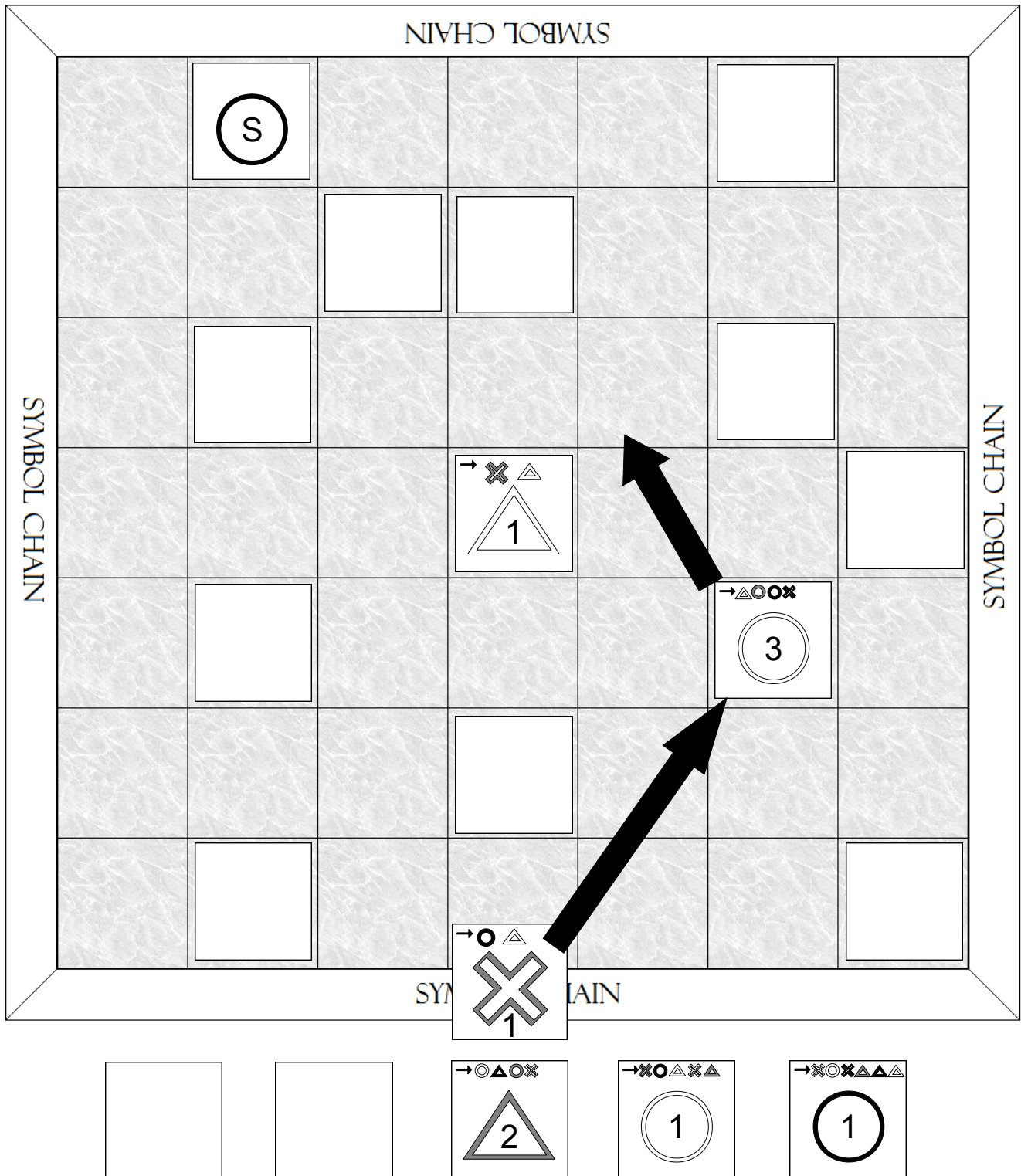
### End of Game

- The game ends immediately when the last position on the board has been filled or either the 2 or 3 stack has been exhausted by more than 1 player
- Flip over all of the tiles on the board
- Add 2 points to each player's score for each tile that they have placed on the board
- The player with the most points wins

### Comments

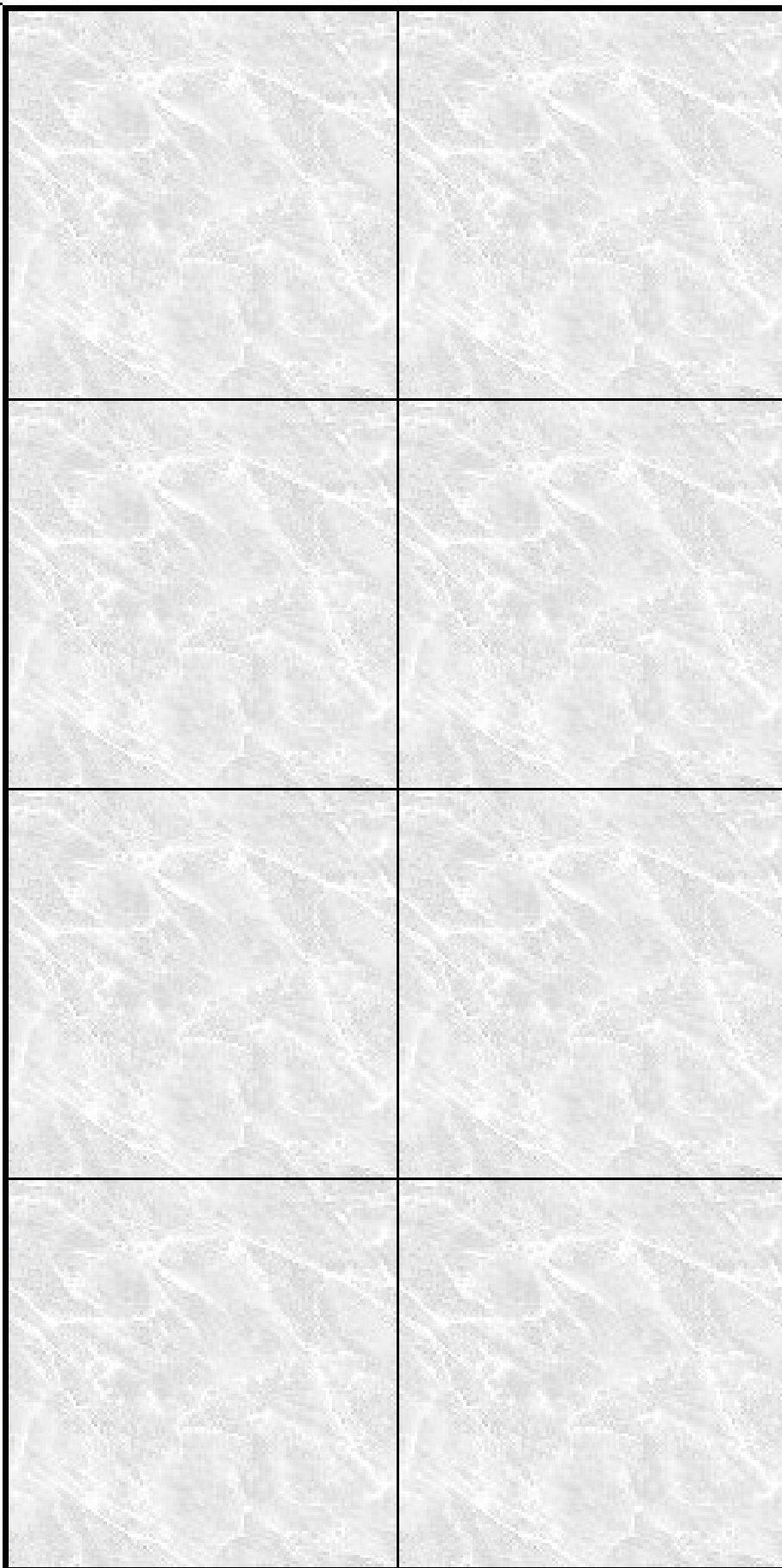
- Any thoughts, ideas, or suggestions? Contact me on [Boardgamegeek.com](http://Boardgamegeek.com) my username is Meldrum.

# Example of Play



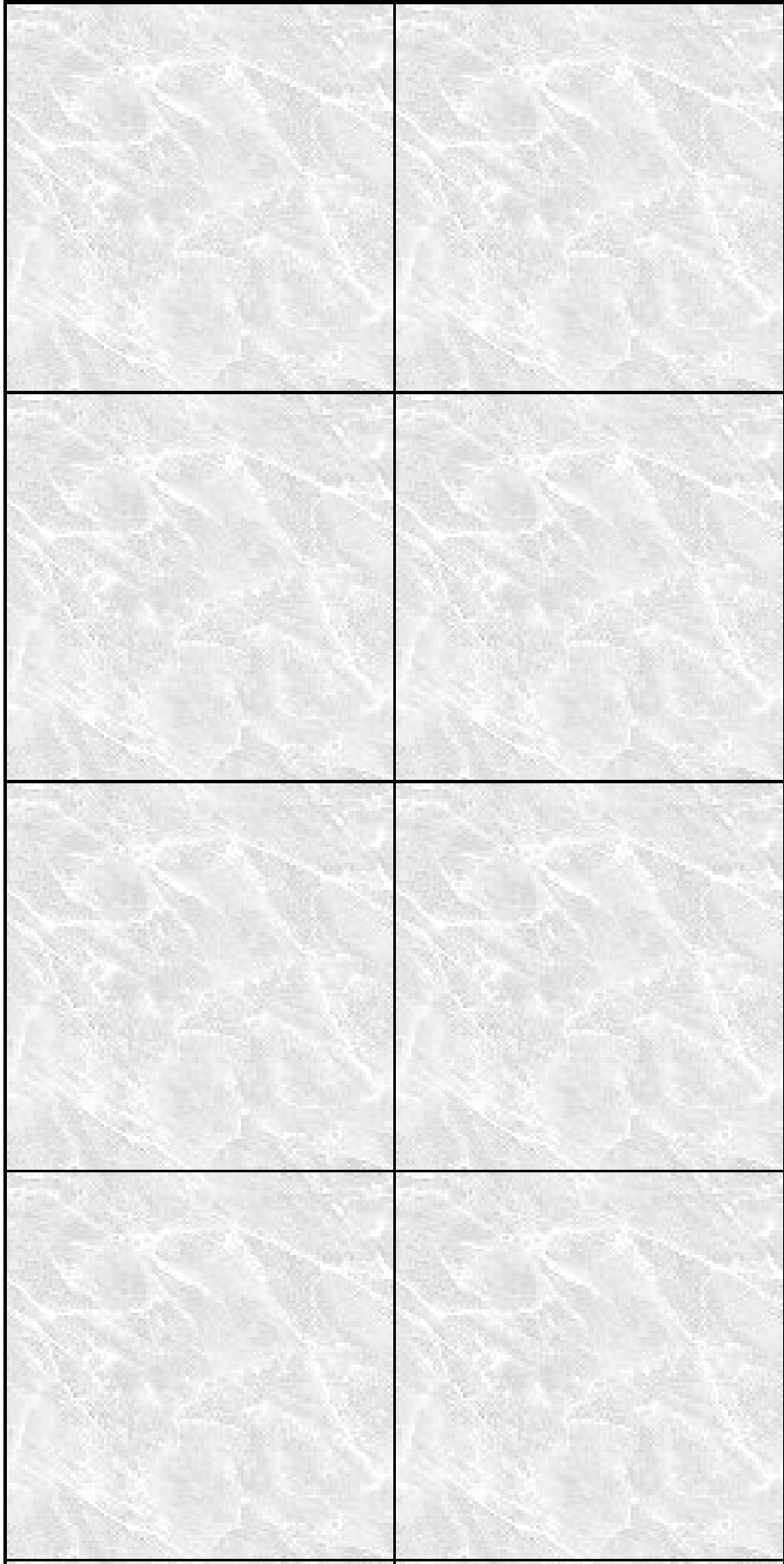
Player 1 chooses to play a tile from his 2 stack. The player flips over the starting tile black circle and is awarded 1 point. Next he flips over his own player 1 white triangle and does not receive points but he does complete the sequence. The player can now place his current tile on the board. He flips over a face-down tile (player 3 white circle) moves it to an empty space and places his grey X where the white circle was previously. All the tiles are then turned face-down and the next player's turn begins.

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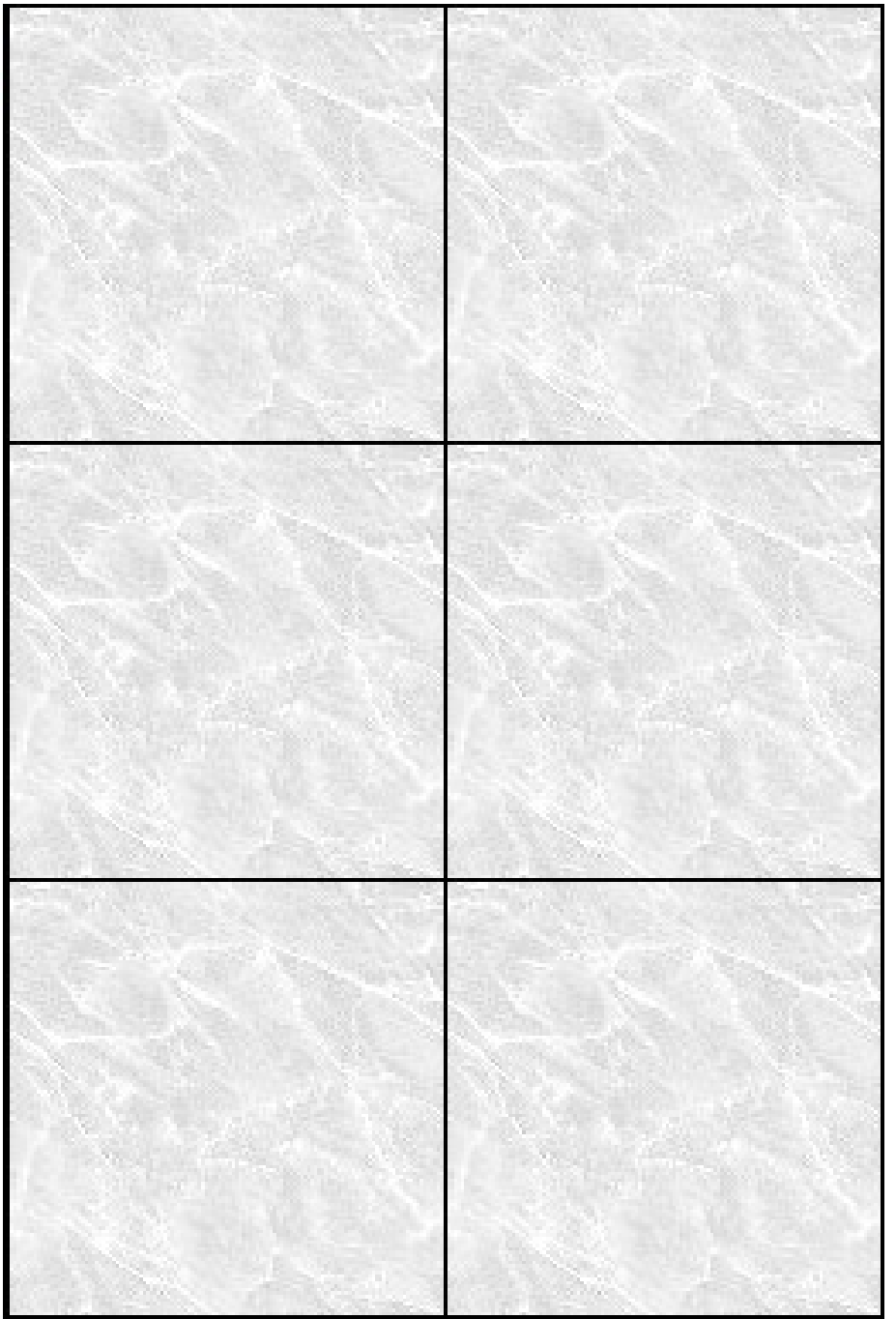
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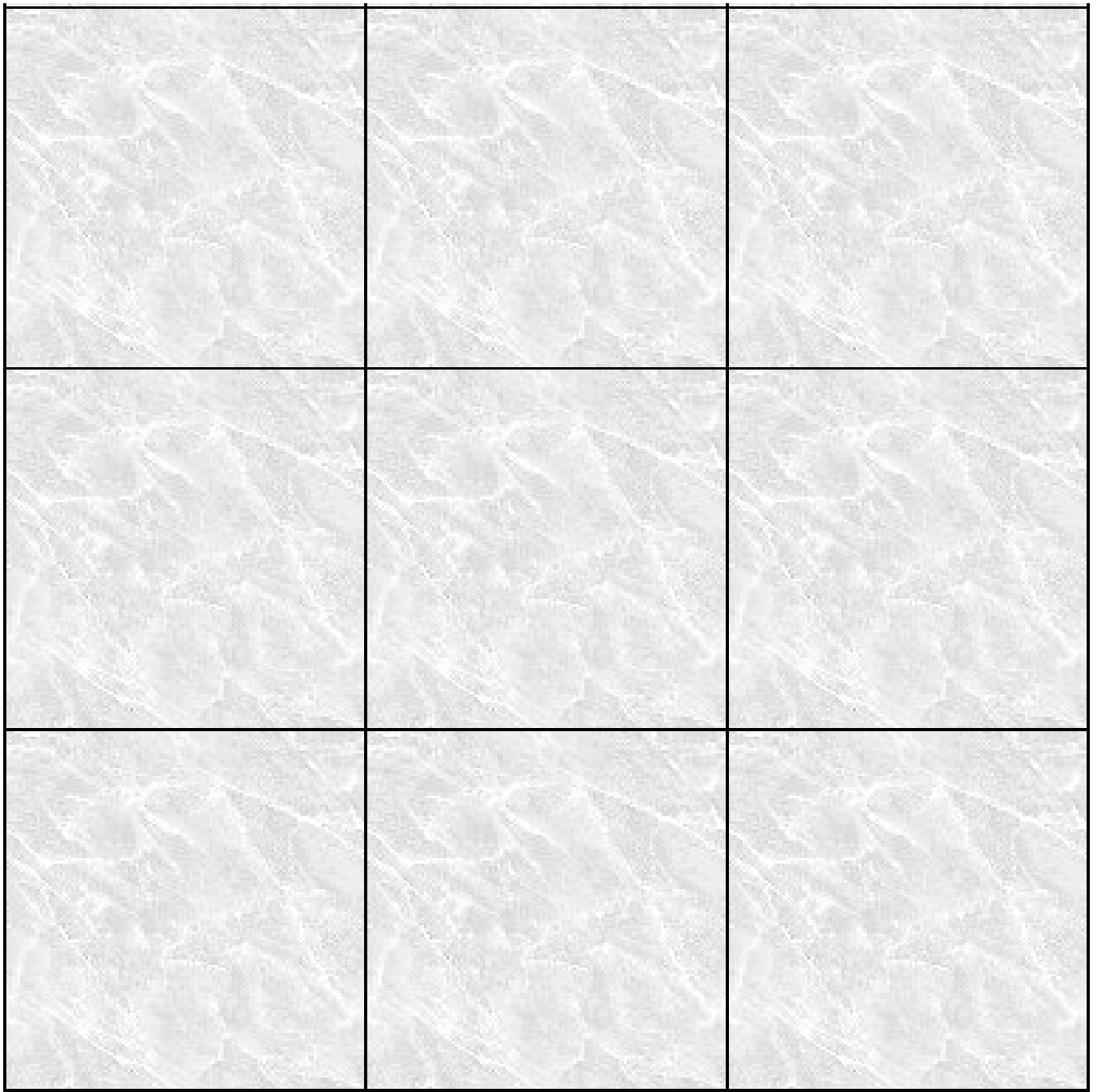
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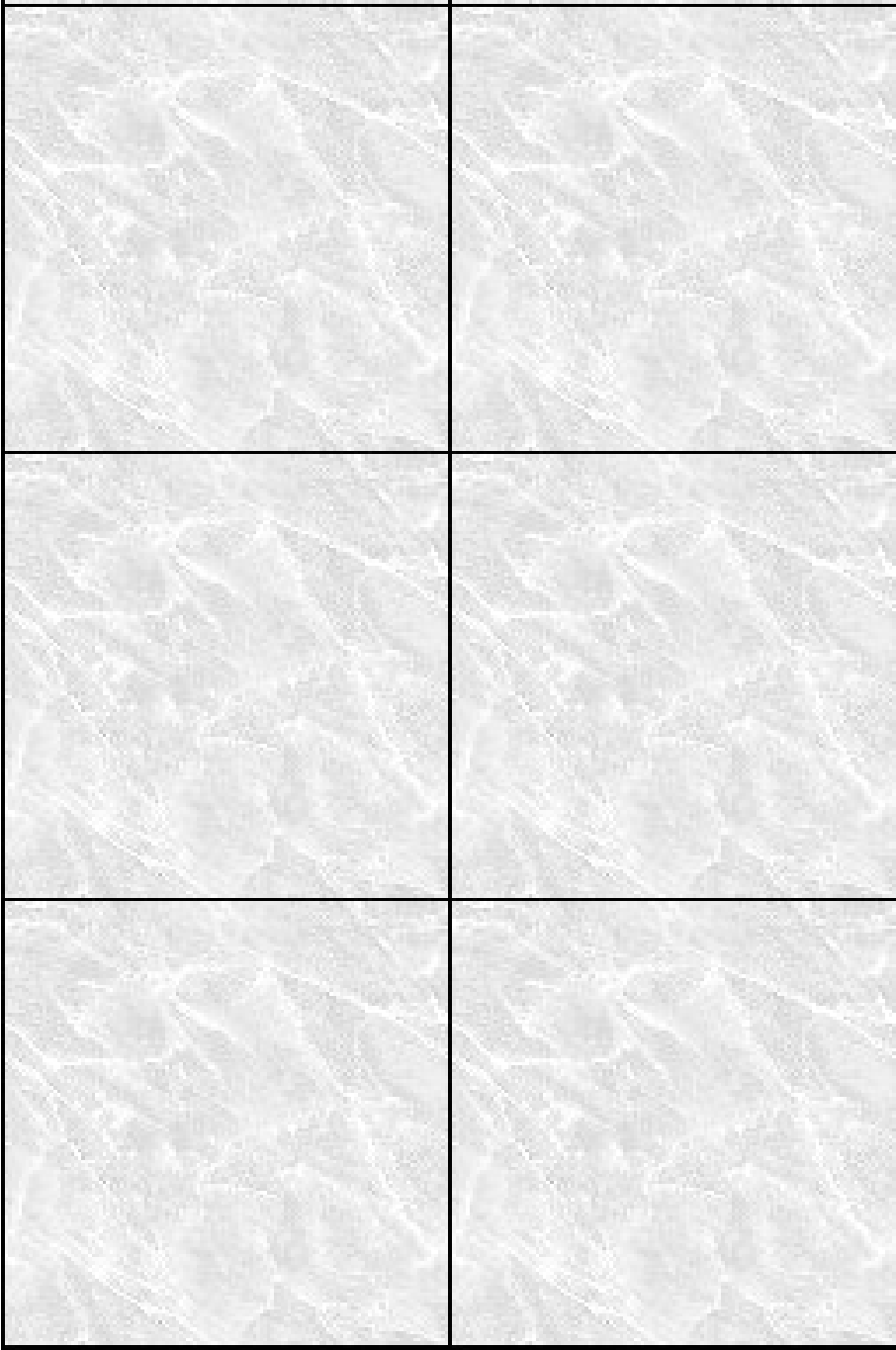


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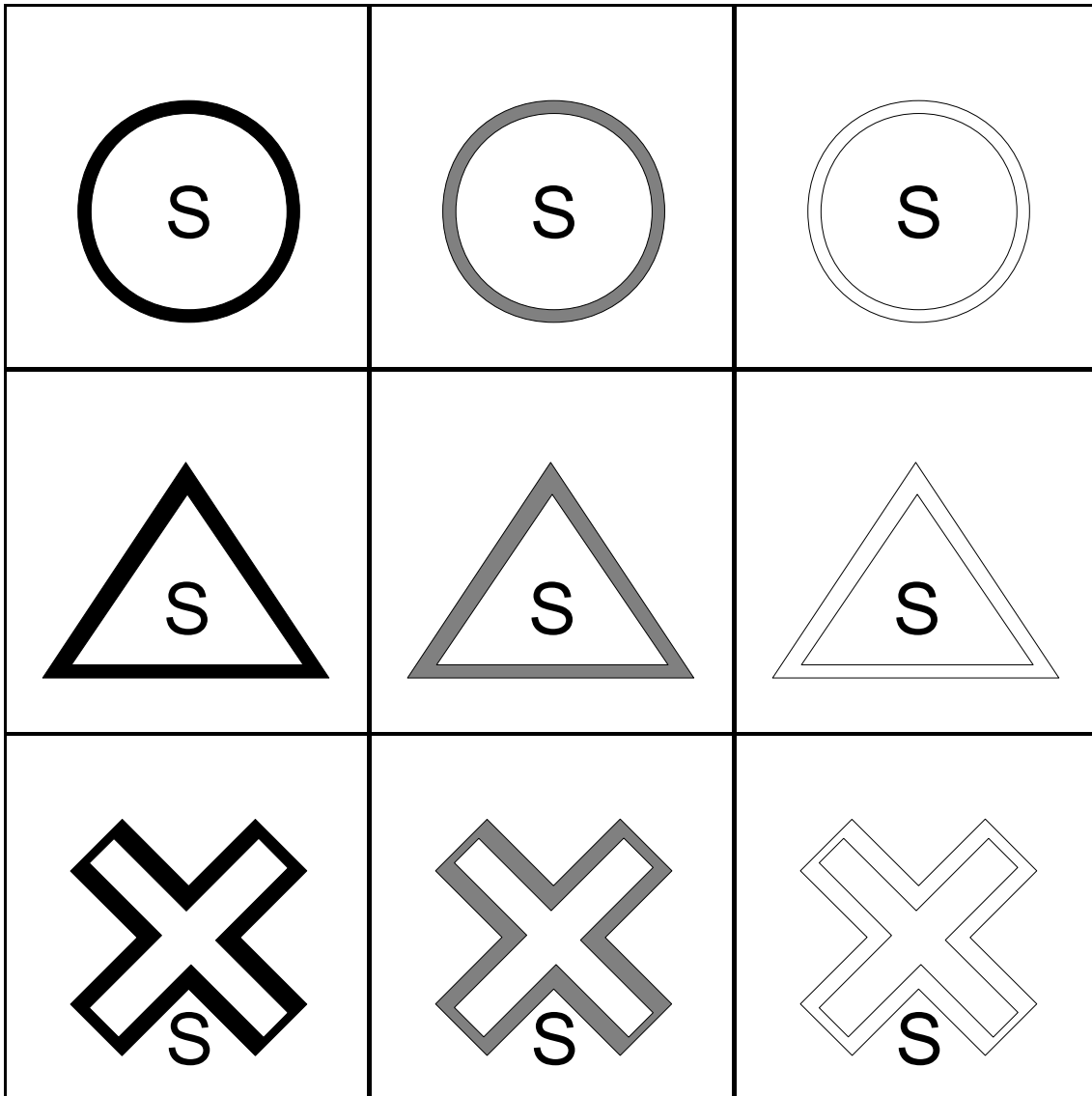
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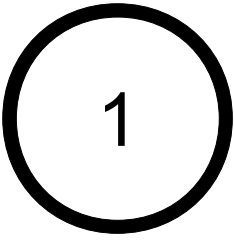
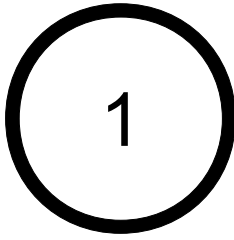
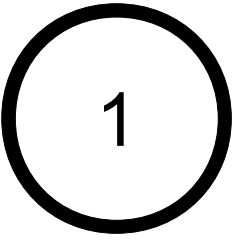
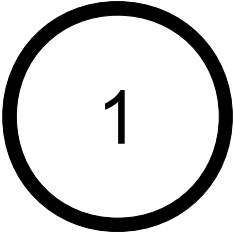
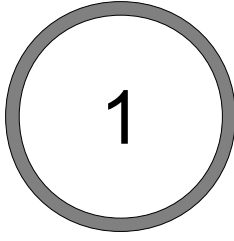
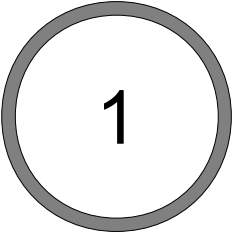
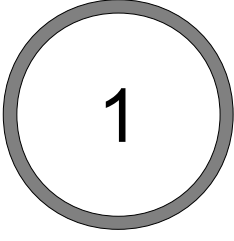
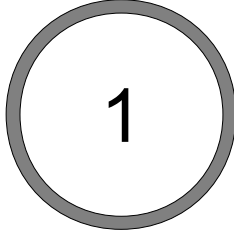
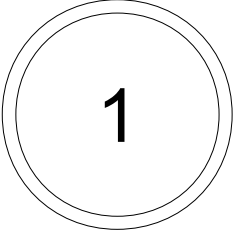
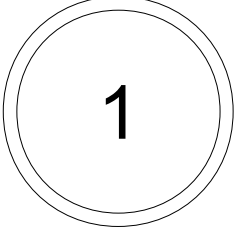
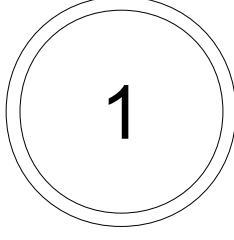
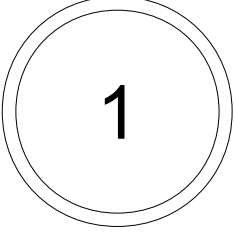






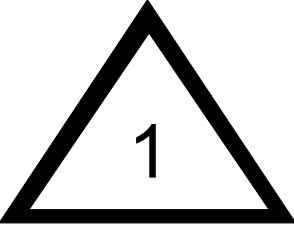





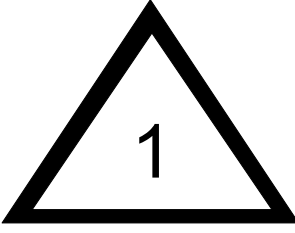


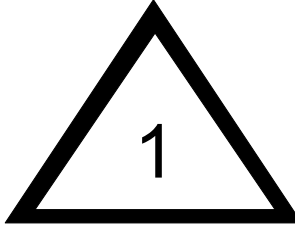



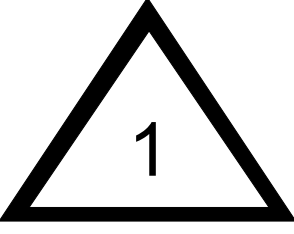




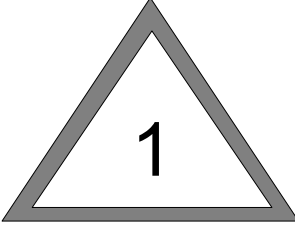


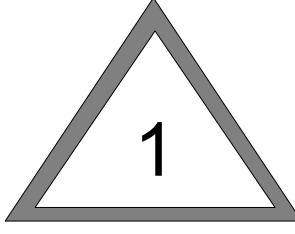


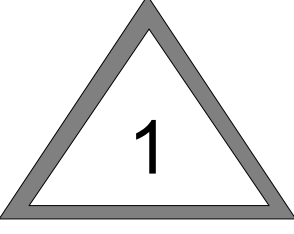



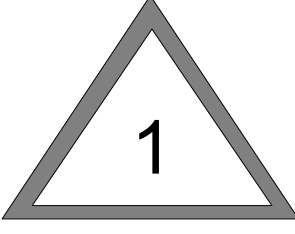






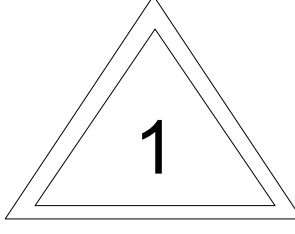


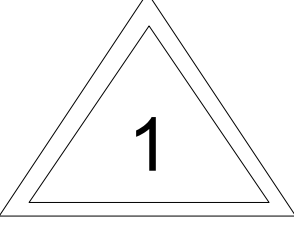



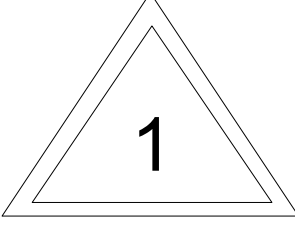




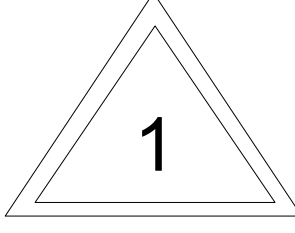
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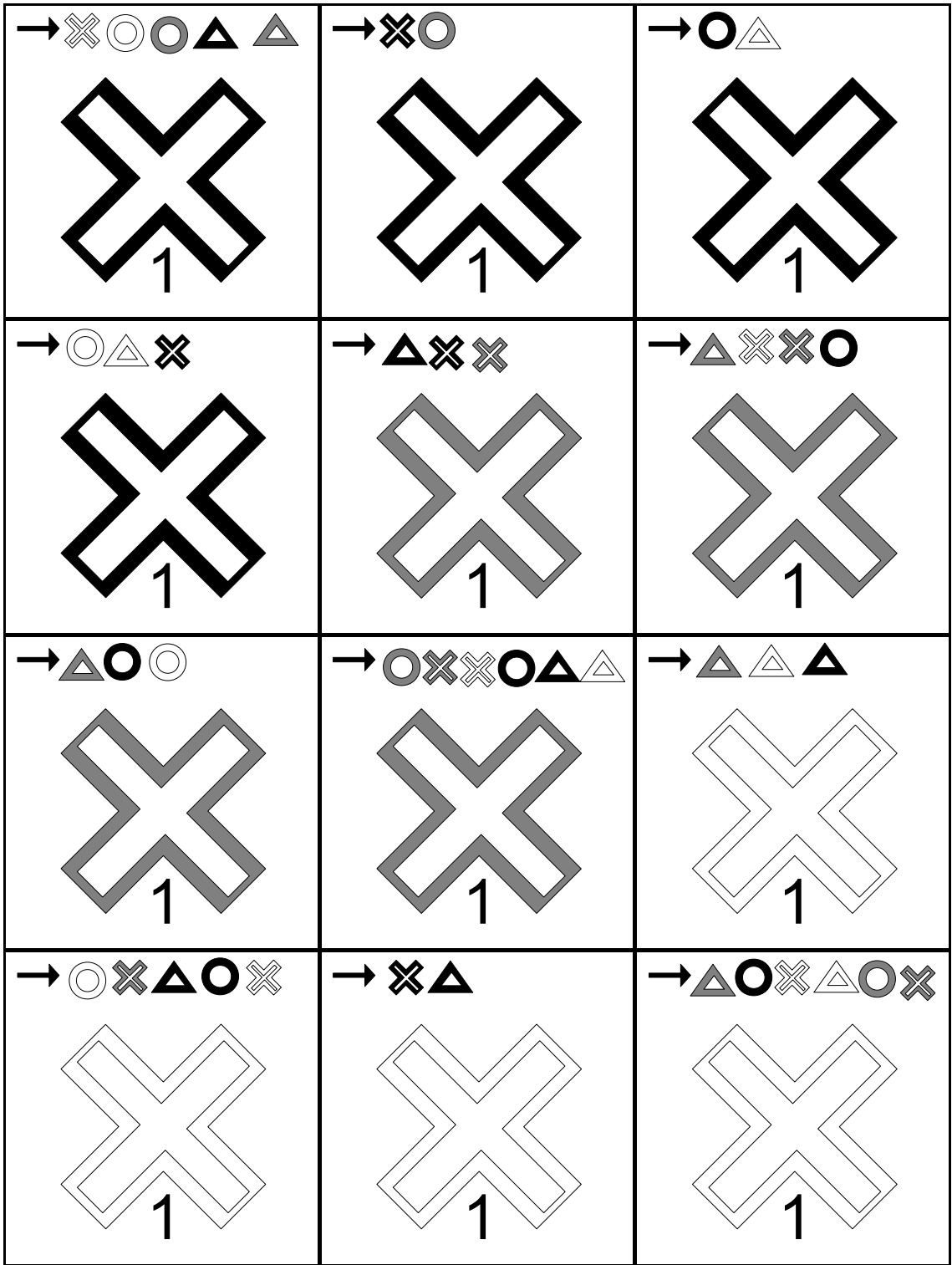


Tiles – Starting (9), Playing (144)

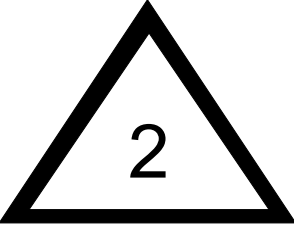
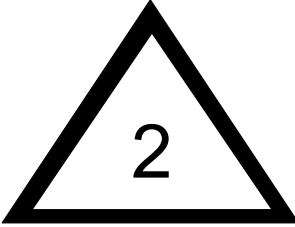
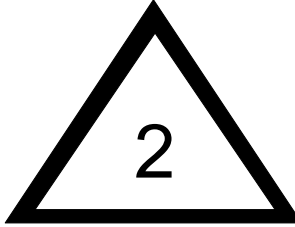
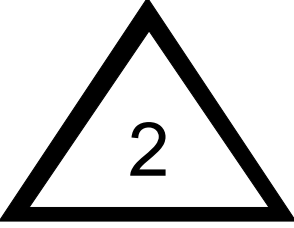
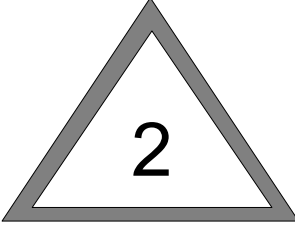
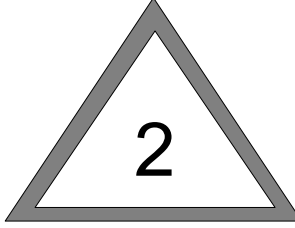
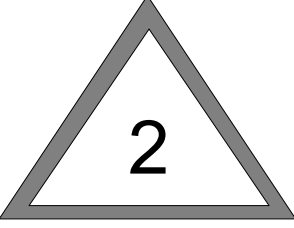
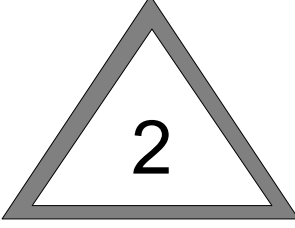
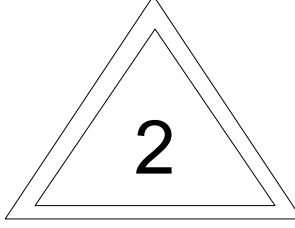
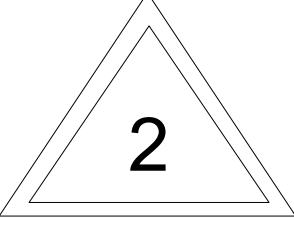
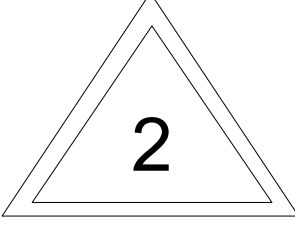
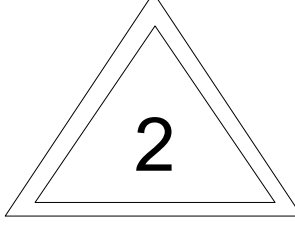


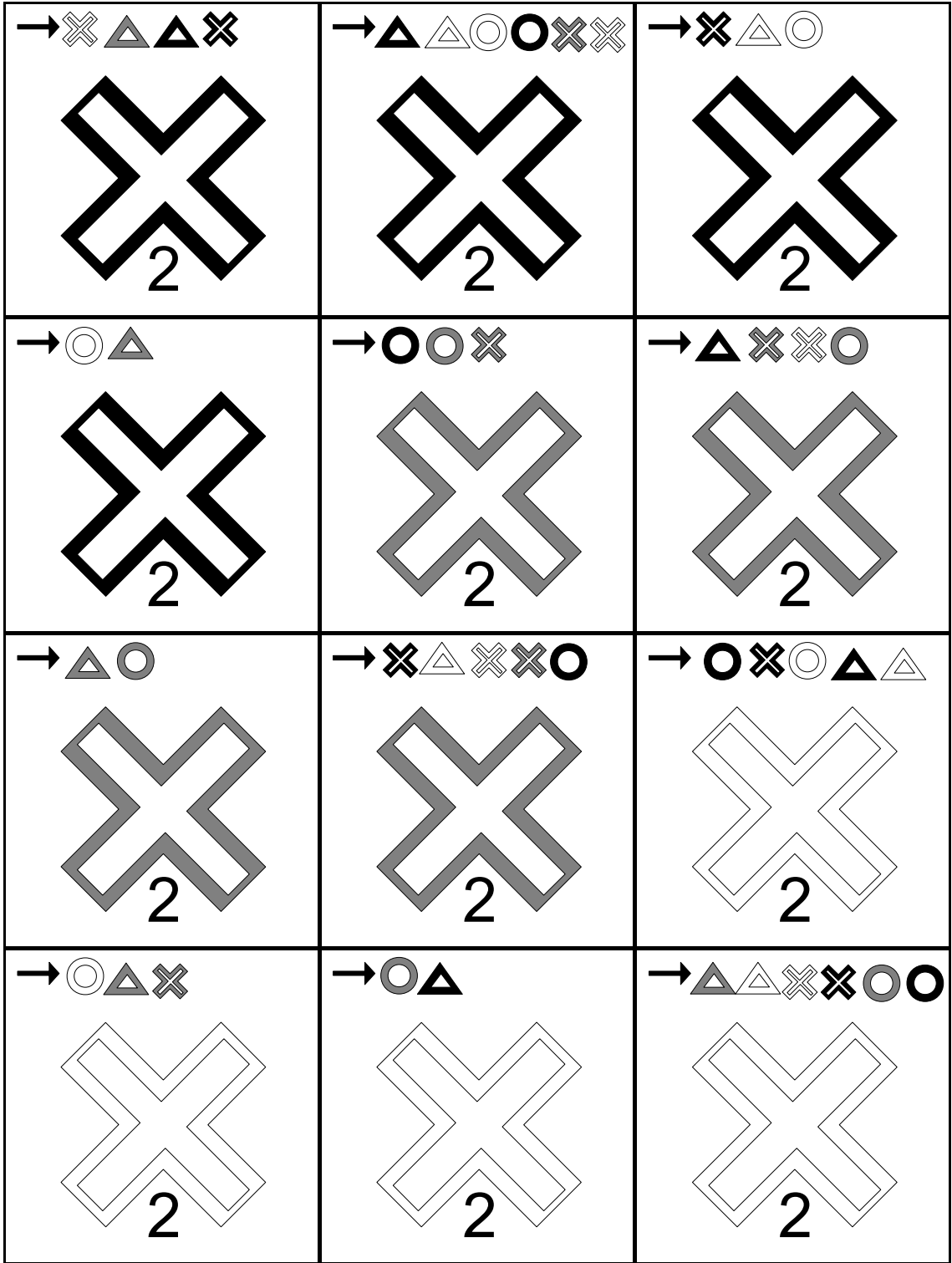
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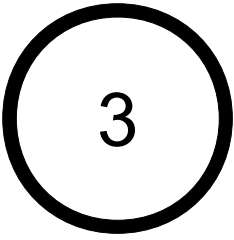


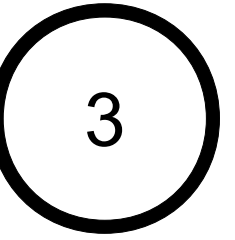



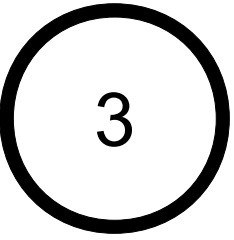


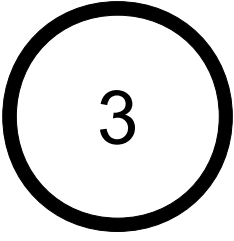






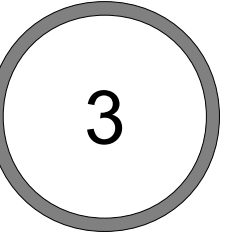



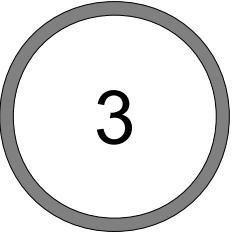





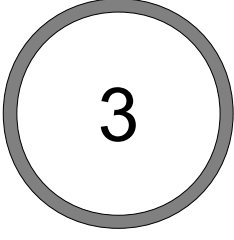


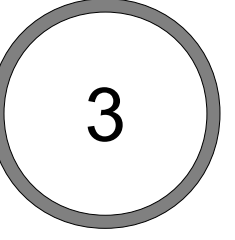




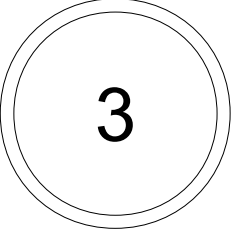



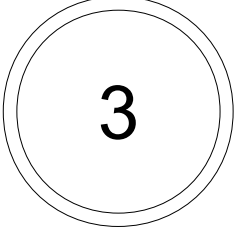






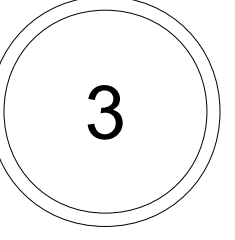




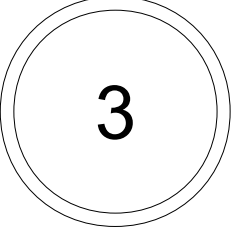


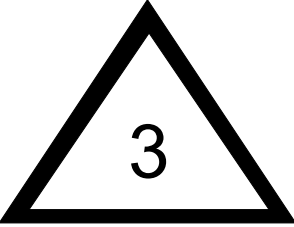
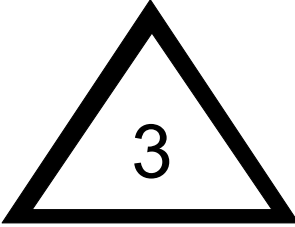
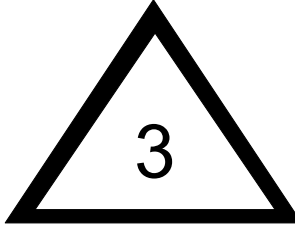
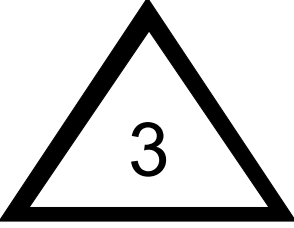
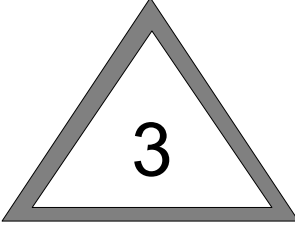
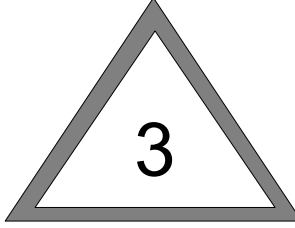
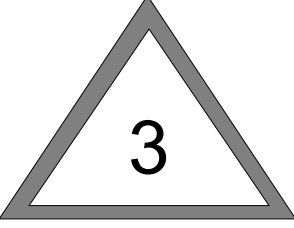
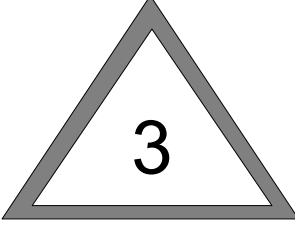
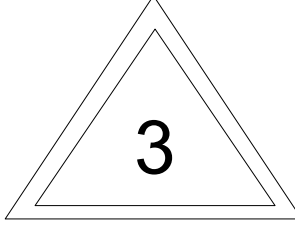
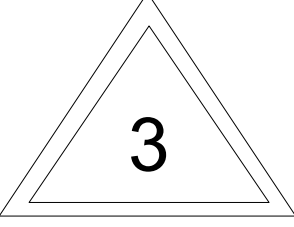
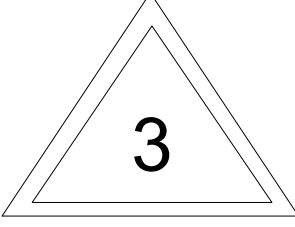
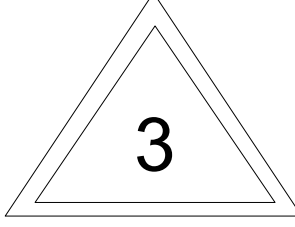
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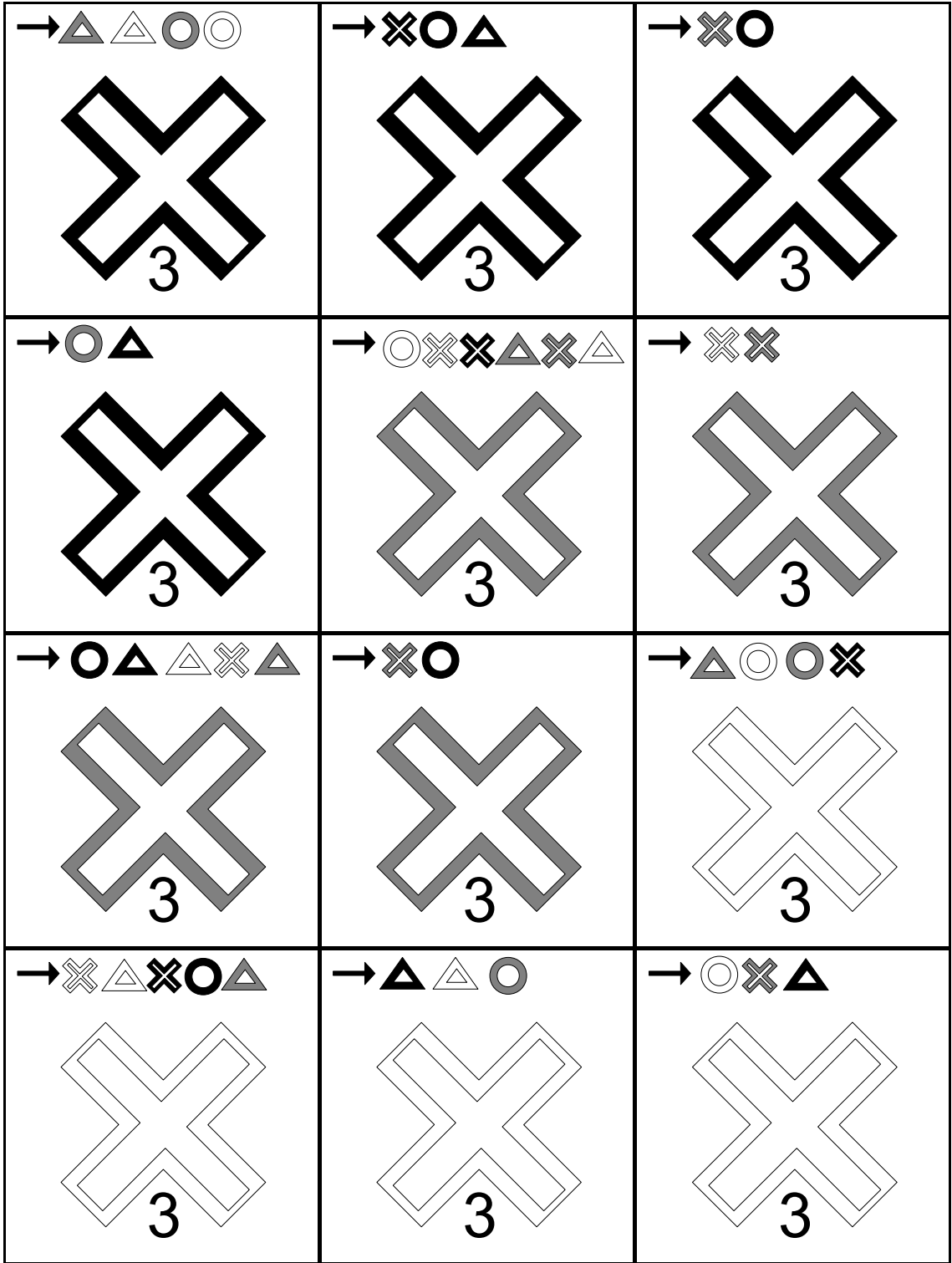
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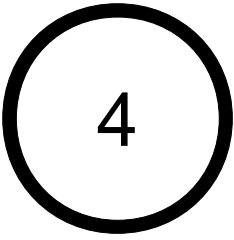
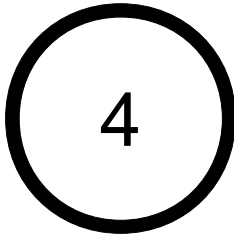
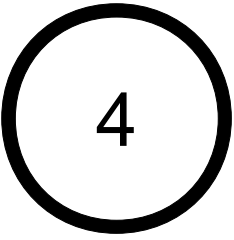
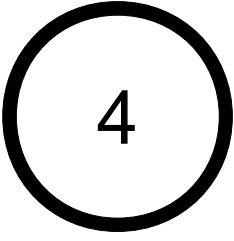
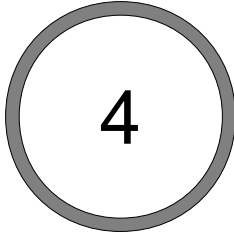
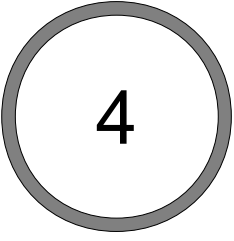
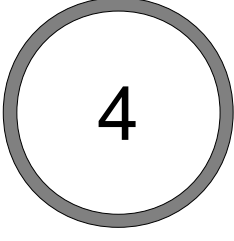
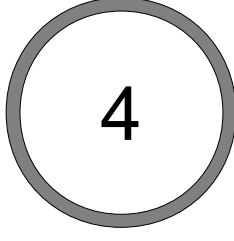
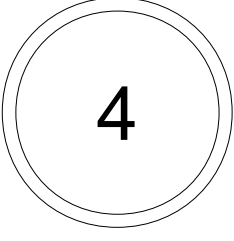
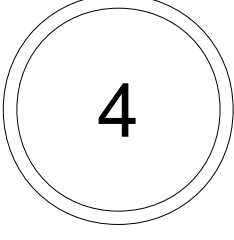
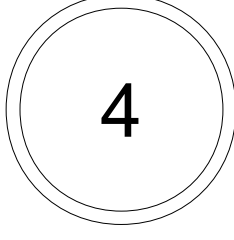
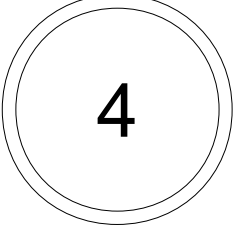


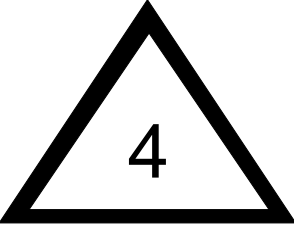
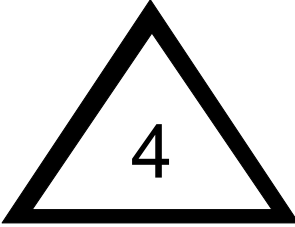
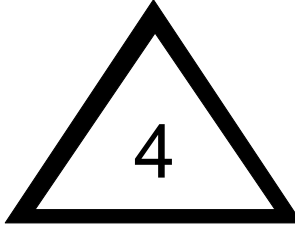
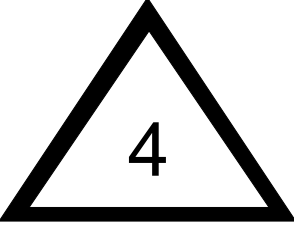
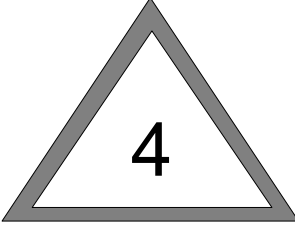
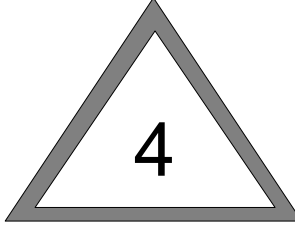
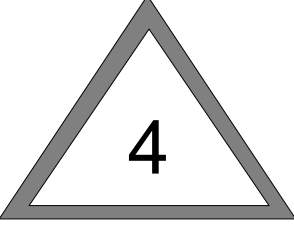
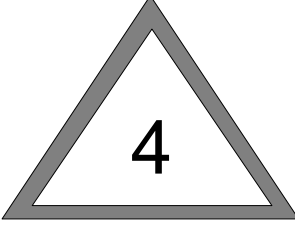
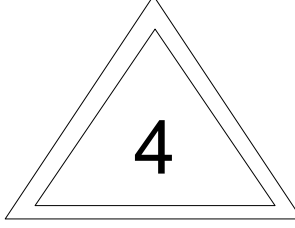
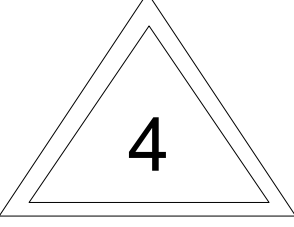
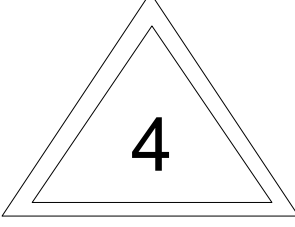


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<p>→ ○ △</p> 	<p>→ ✕ ✕ ○</p> 	<p>→ △ ✕ ✕</p> 
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<p>→ O X X</p> 	<p>→ O Δ X Δ O</p> 	<p>→ Δ X</p> 
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