



Free Game # 51 from Invisible City Productions, Inc.

**A game of pattern placement and deduction
for two to four players.
by Jonathan Leistiko**

Object:

Place tokens on a board to match patterns on your card or (even better) on your opponent's card.

You Need:

- A set of double-six dominoes
- A six-sided die
- A deck of pattern cards
- A set of homogeneous tokens for each player.
(28 pieces for 2 players. 19 pieces for 3 players. 14 pieces for 4 players.)

You can download a printable copy of the pattern cards and a board to play Pitter Pattern on (if you don't have a set of dominoes) from our Bazaar:

<http://www.invisible-city.com/bazaar/>

Setting Up:

- Take a set of double-six dominoes. Lay them out in a 8x7 rectangle.
- Give each player one pattern card. You may look at your pattern card, but keep it secret.
- Choose a player to go first.

Play:

On your turn, you get to roll and fill, as described below.

Roll: (This step is optional. You must roll if the previous player filled a blank space.) Roll the die.

Fill: Put a piece in a vacant space that shows the same number as the die. If there are no available moves, you may put a piece in a vacant blank space. If there is no vacant blank space to fill, then roll again.

Play passes to the left. The game ends when all spaces are filled. When the game ends, you must reveal your pattern card.

Winning:

Starting with the last player, each player takes turns "lifting" (removing) one sequence of his or her or tokens that matches one of the following patterns:

- If you lift your pattern, you get 4 points.
- If you lift a straight line of 4, you get 5 points.
- If you lift the pattern of the player to your left or right, you get 6 points.

Once all available patterns have been lifted, the player with the most points wins.

Variants:**Pay It Forward:**

You may not choose to roll unless there are no available moves.

Origin and Credits:

I thought of this game on 2/19/04 as I fell asleep. I didn't write it down, but I remembered it anyway. I think it was in my head because I'd been working on another game that uses dominoes, but had recently set it aside because the idea had stalled out a bit.

I played this for the first itme with Ben on 02/22/04. The name was confirmed that day and the rule about 4-in-a-row making 5 points was created. Pitter Pattern was played again on 02/23/04 at the Monday Night Game Night with Chris, Kori, and Leif. The rule for getting points from patterns to your left and right was made that night. That night, I realized that this plays best with 2 players, but more still works - you just score a lot lower.

Unedited as of February 23, 2004.



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