

alliances

a 2-player game by Markus Hagenauer

This tricky game requires you to connect opposite sides of the board: purple to purple, orange to orange, green to green. To make those connections, you must use the colour matching the sides you are connecting... but your allied colour also works!

COMPONENTS

1 gameboard, 42 green discs, 42 orange discs, 42 purple discs, 2 silver discs.

GOAL

Win 2 colours. You win a colour by being the first to connect its two sides on the board.

Setup

1. If the game contains more than 42 discs of any colour discard the excess ones.
2. Place the gameboard between you so that each player has a chart close to them.
3. Decide the starting player by any peaceful means.

Allied Colours

To connect opposite sides of the board, you must form an uninterrupted chain of discs between those sides; however, while those discs could all match **the colour of the sides** you are connecting, some or all of them could be an **allied colour**, which is different for each player¹:

To connect:	orange	purple	green
One player can use	orange purple	purple green	green orange
The other can use	orange green	purple orange	green purple

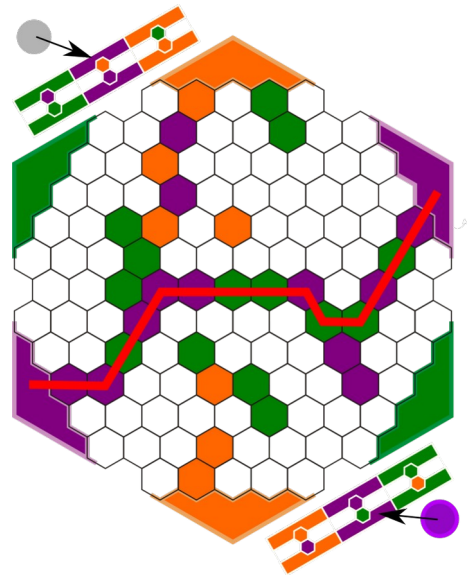
GAMEPLAY

On your turn, take a disc from the supply and place it on any empty space.

If a connection is made between opposite sides, with an uninterrupted chain of discs of the sides' colour and/or the allied colour, the player whose colours form the connection wins the colour of the connected sides.

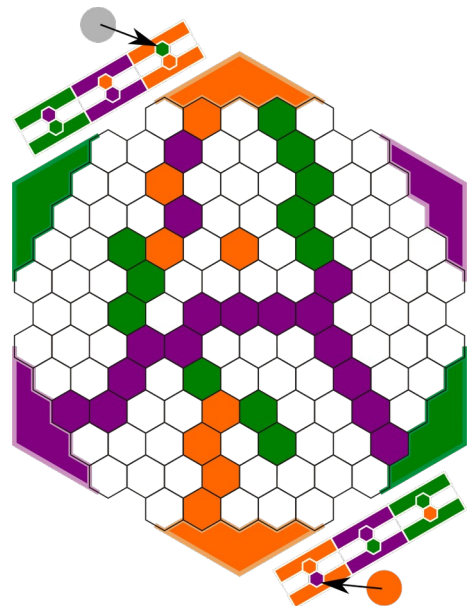
When you win a colour, take a disc of that colour from the supply and place it on the corresponding cell of your chart, while your opponent places a silver disc on the same colour on their chart (they lost that colour). If you just won your second colour, **you win the game**.

¹ See the board chart closest to you for reference.



The bottom player just won purple by forming an uninterrupted chain of purple and green tiles to connect the purple sides. She takes a purple disc from the supply as a trophy and places it on the corresponding place of her chart. Her opponent places a silver disc on the corresponding place of his chart.

If a move makes it impossible for either player to connect a particular color (by fencing it off), then the blocked player's opponent wins that color.



The bottom player just **won** orange by completing a purple fence that prevents her opponent from ever connecting orange, because he can only use orange and/or green to connect the orange sides.

Each colour can only be won by one player, the one who reaches the required condition first.

In case one forms a connection **for both** players during a turn, the connection of the player who placed the last disc counts as the first connection.