

TETRAFLUX

A Strategic Game of Pyramids & Chain Reactions

Print-and-Play Kit v0.1

Quick Rules

- 2-4 players | 30-60 minutes | Abstract strategy

COMPONENTS: Hexagonal board, 72+ tetrahedral pyramids (4 colored faces each)

GOAL: Have your color in the HIDDEN (face-down) position on the most pieces at game end. You score from ALL pieces, not just ones you placed.

ON YOUR TURN: Place one pyramid on any empty cell. Choose orientation:

- Which of the 4 faces to hide (place face-down)
- Which rotation (which visible face points which direction)

COLLISION: When matching colored VISIBLE faces touch:

- The stationary piece is REPELLED (flips one space away)
- Flipping changes which face is hidden (deterministic tumble)
- Owner of repelled piece chooses direction if multiple options

CASCADE: Repelled pieces may cause new collisions. Resolve all chains.

EXILE: Pieces pushed off board edges are removed from play.

DESTRUCTION: If a piece cannot flee (surrounded), BOTH pieces destroyed.

GAME END: When no legal placements remain. Count hidden faces.

PLAYER SETUP:

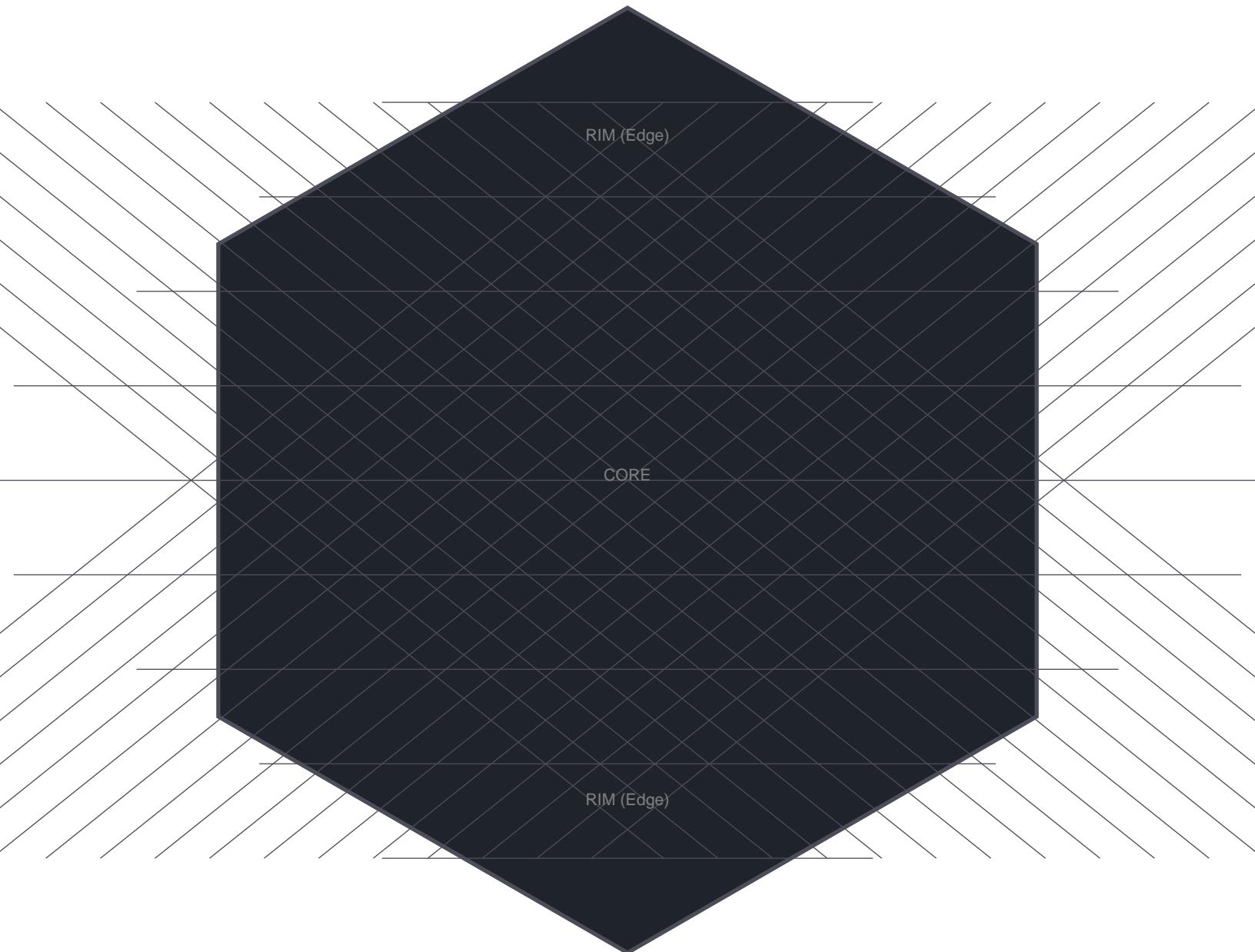
- 2 players: Each claims 1 color, 2 neutral
- 3 players: Each claims 1 color, 1 neutral
- 4 players: Each claims 1 color

THE SECRET: *Aggressive play is volatile. Stable boards preserve everyone's scores.*

Fight in the middle, leave the edges peaceful.

GAME BOARD

Print on cardstock. Laminate for durability.

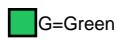


PYRAMID PIECES (Sheet 1 of 3)

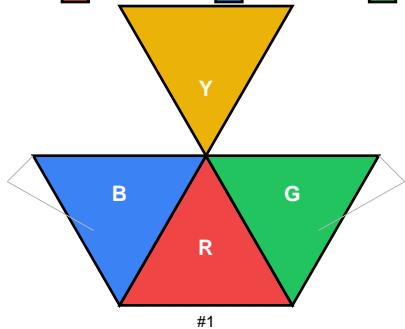
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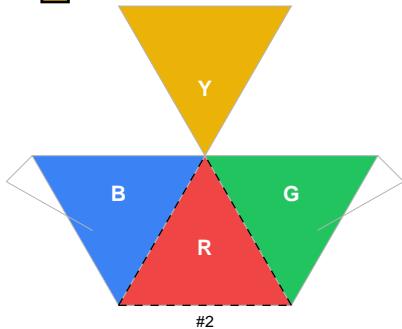
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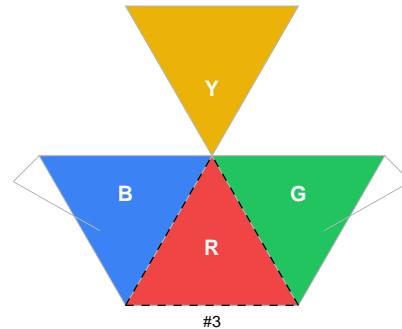
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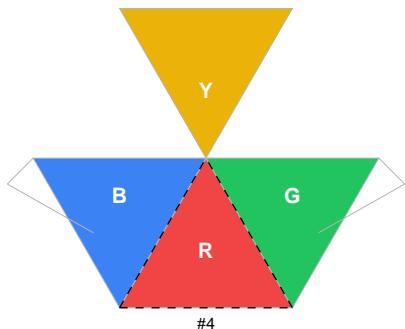
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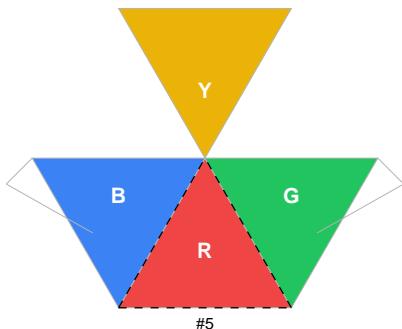
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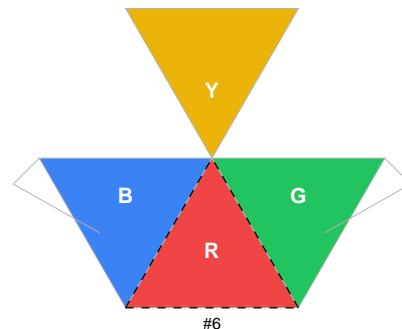
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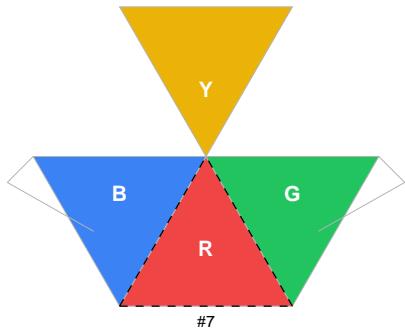
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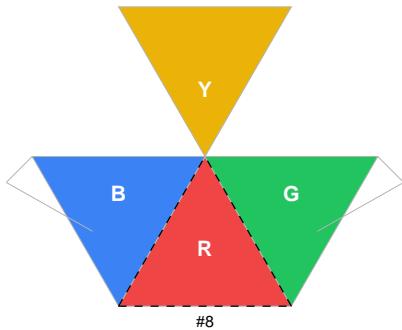
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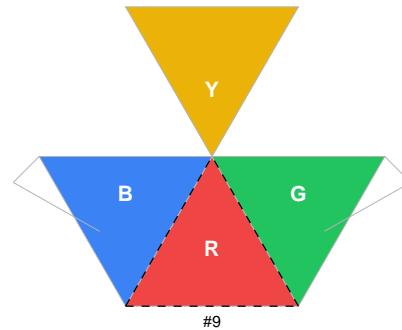
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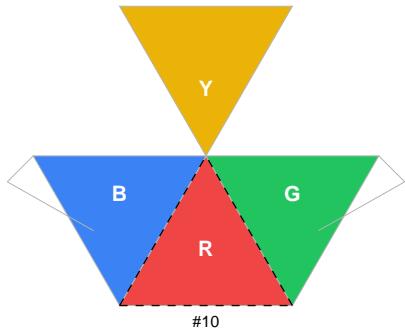
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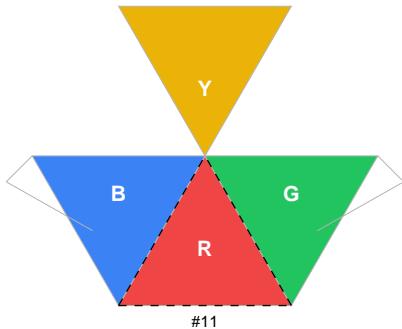
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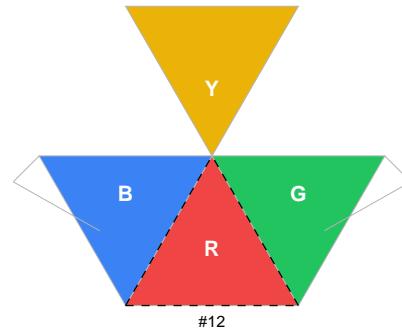
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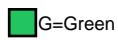
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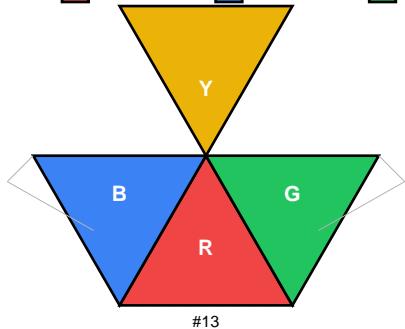
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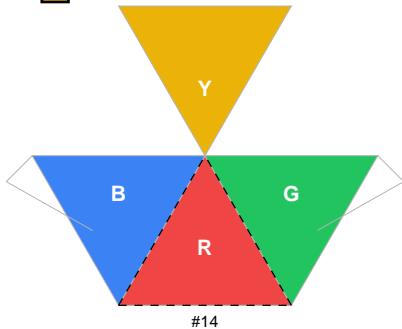
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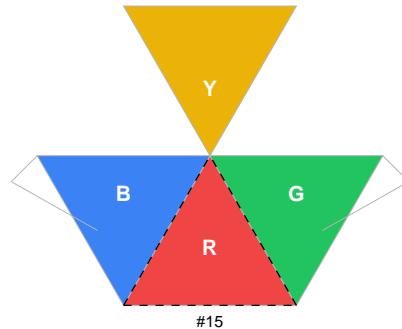
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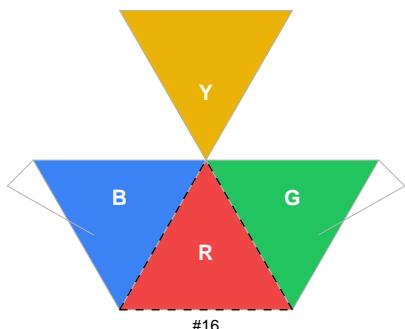
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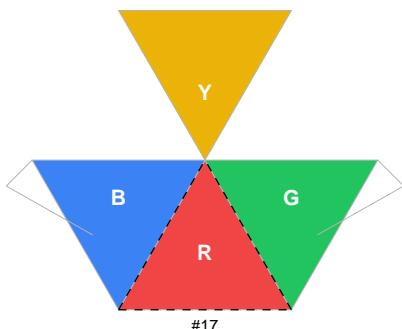
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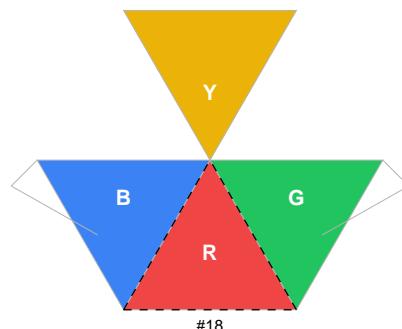
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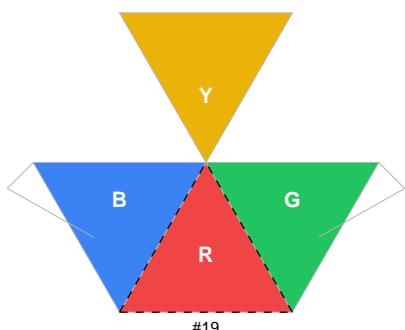
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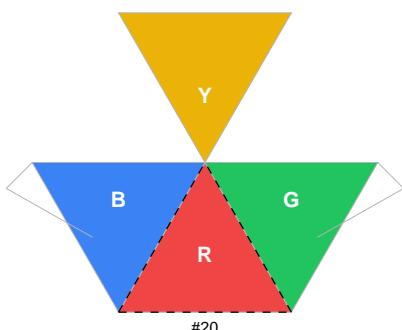
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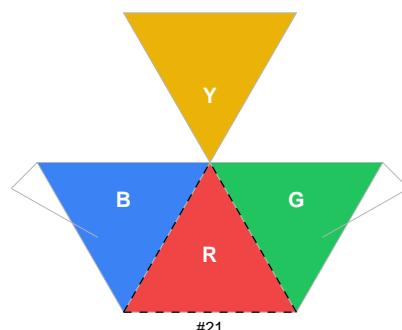
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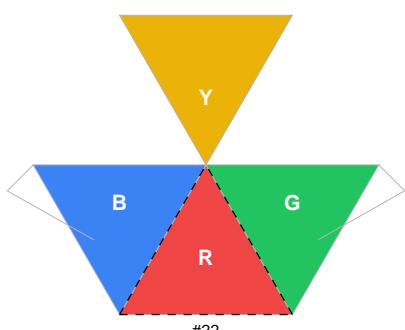
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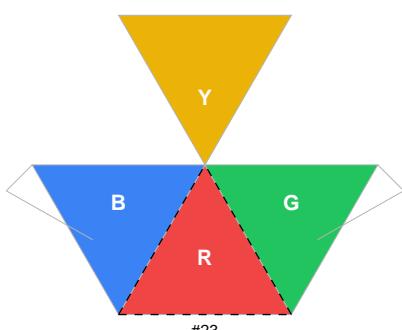
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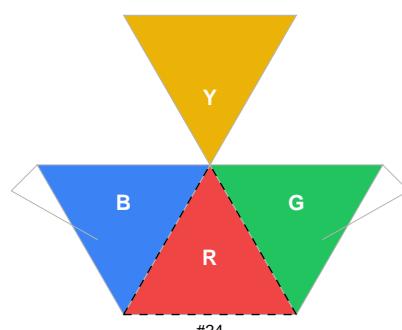
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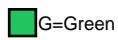
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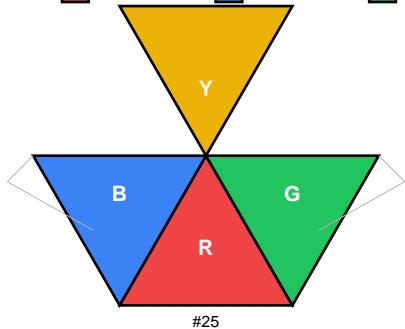
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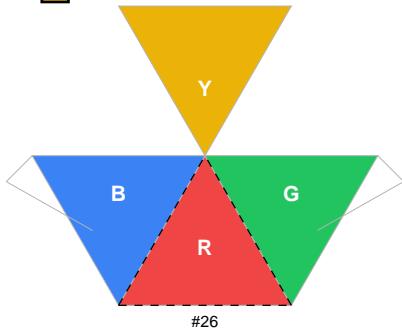
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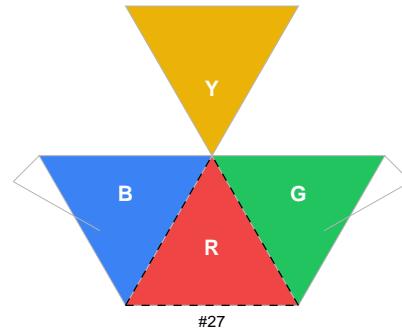
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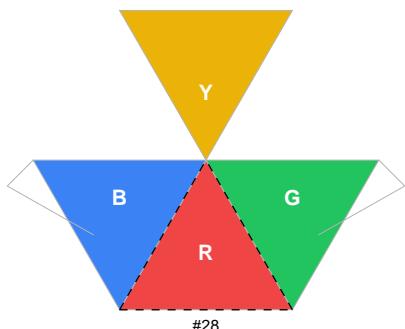
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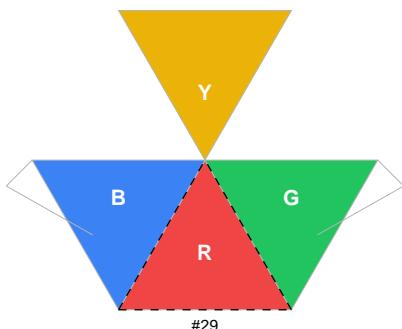
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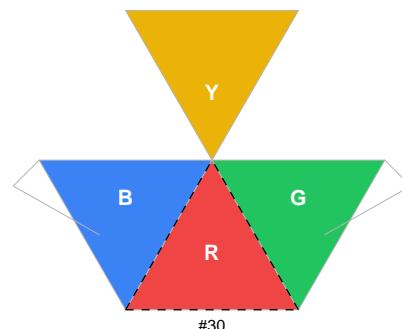
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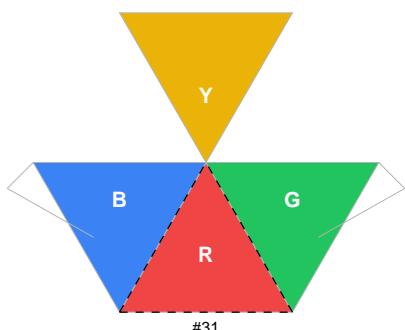
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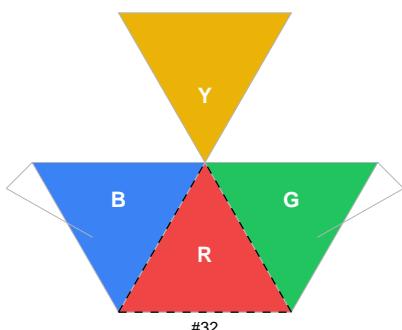
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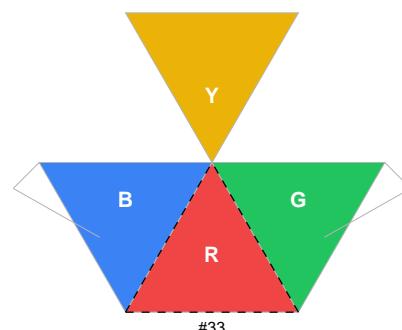
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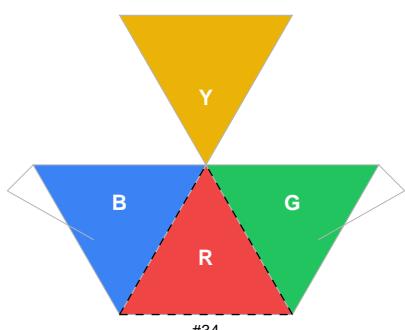
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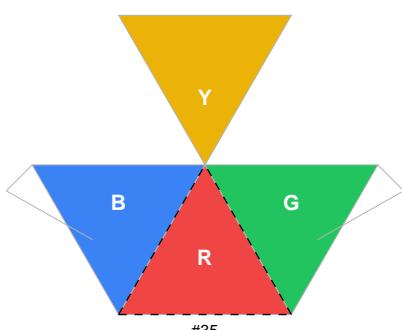
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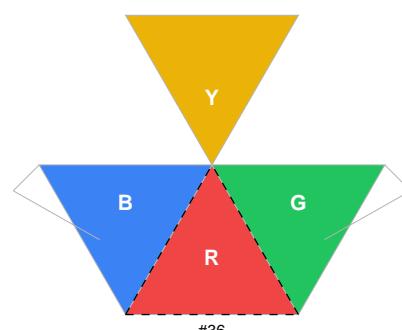
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ASSEMBLY GUIDE

MATERIALS NEEDED:

- Scissors or craft knife
- Ruler
- Glue stick or craft glue
- Cardstock (recommended for pieces)

BOARD ASSEMBLY:

1. Print Page 2 on heavy cardstock
2. Cut along hexagon outline
3. Optional: Laminate for durability

PIECE ASSEMBLY:

1. Print Pages 3-5 on cardstock
2. Cut out each net along SOLID lines
3. Score along DASHED lines (use ruler + empty pen)
4. Fold all triangles UP (toward you)
5. Apply glue to tabs
6. Fold into tetrahedron shape, press tabs inside
7. Hold until glue sets

TIPS:

- Make extra pieces - some may be damaged in play
- Use different cardstock weights to differentiate player sets
- A bone folder helps create crisp folds
- Let glue dry completely before playing

ALTERNATIVE: 3D PRINT

Tetrahedron STL files can be found at [your website]

Print in 4 colors or paint faces after printing

FOLDING SEQUENCE:

[Folding diagram: Flat net → Fold sides up → Close top → Finished pyramid]