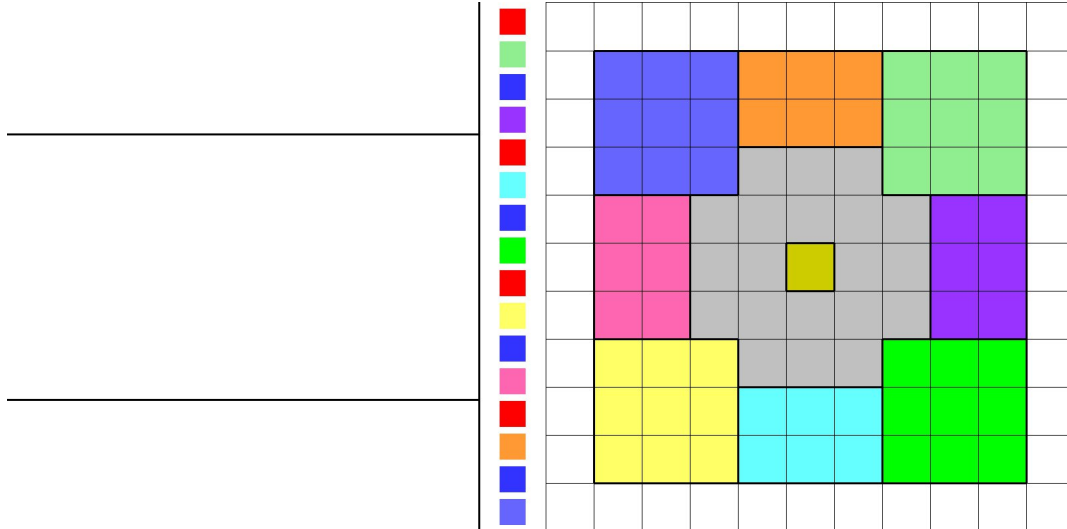
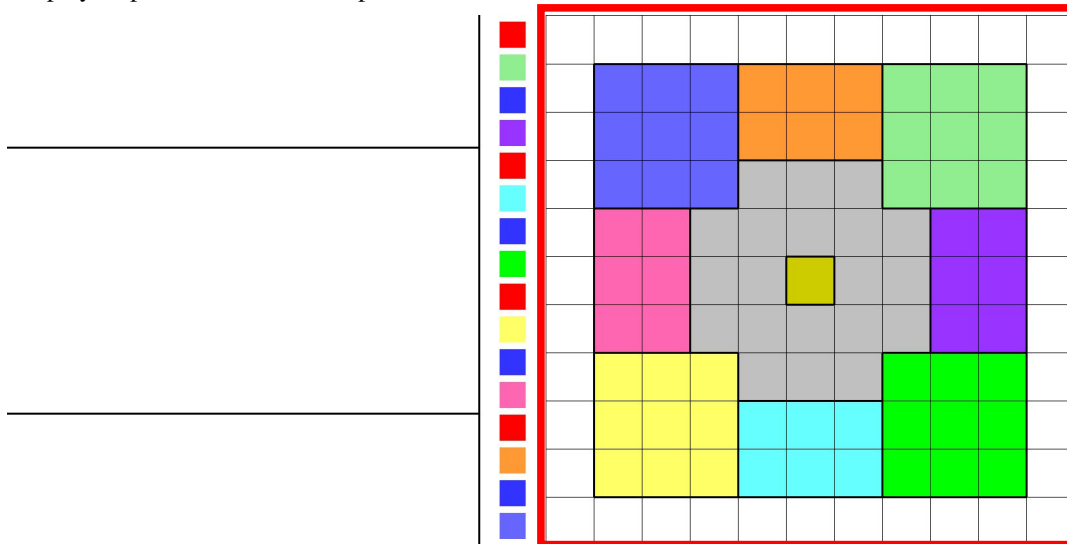


1. THE BOARD

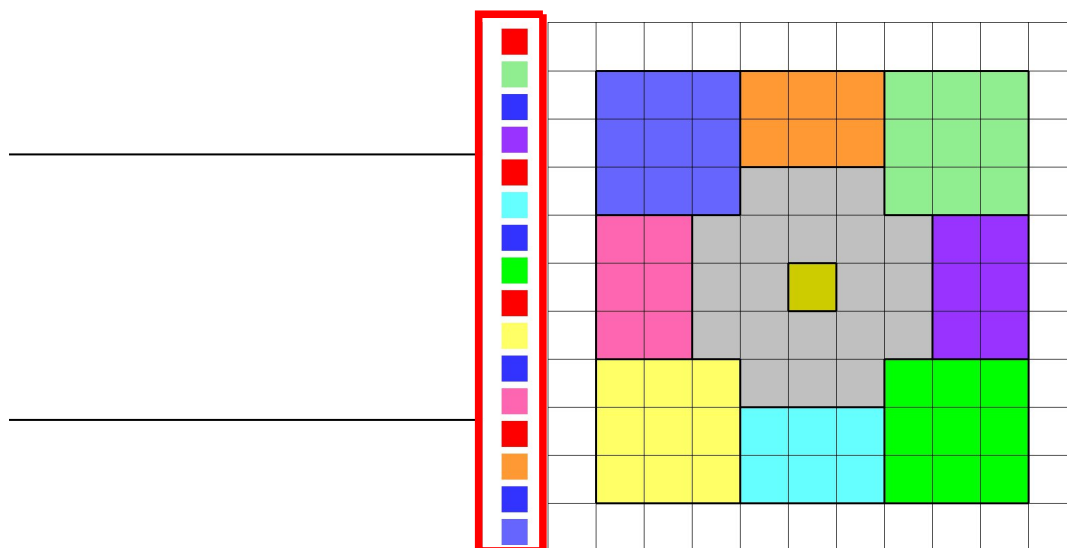
My game is played on the board displayed below.



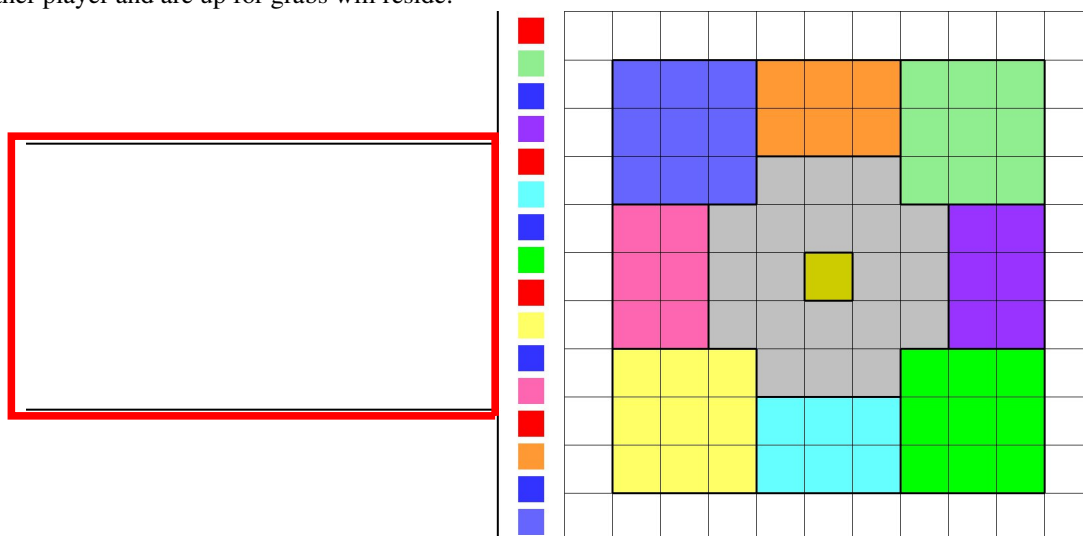
The board is divided into the following parts. The *play area* is boxed below. This is the board on which players place and move their pieces.



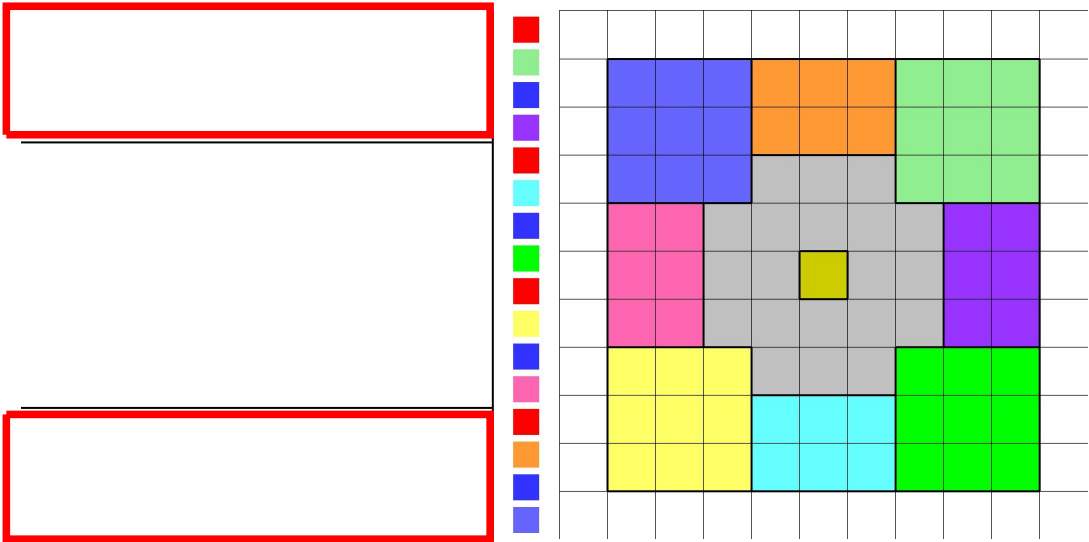
The *turn indicator* area is boxed below. It lets the players know what turn it currently is and what turns are coming. More will be said on this when we discuss turn order.



The *draft area* is boxed in the section below. This is where pieces that have not been claimed by either player and are up for grabs will reside.



The players *reserve* boxed below is divided into two sections, the bottom one is player 0's reserve and the top one is player 1's reserve. This is where the pieces that have been drafted by either player and are waiting to be placed reside.



2. PIECE ACTIONS

Every piece has a fix movement. To see some example look at the piece section. Pieces can capture each other exactly the same as in chess by moving on top of an opponents piece. In addition each piece has an ability. For example the Balance piece instead of moving can swap placing with an opponents piece. The abilities can be divided into the four main categories.

- **Passive abilities:** These are abilities that don't come into play during the action phase for example the piece Freedom has an ability that make it less restrictive on where on the board a play can place it.
- **Full phase abilities:** These are abilities that a piece can do instead of moving.
- **Before movement abilities:** These are abilities that a piece can do and still move afterwards.
- **After movement abilities:** These are abilities a piece can do even after it has moved.

3. TURN STRUCTURE

A players turn has 2 phases: the move/ability phase and the draft/place phase.

3.1. move/ability phase. During a players move/ability phase a player first selects a piece anywhere in the play area. Then they can take an action with the piece as described in Piece actions.

3.2. draft/place phase. In this phase a player has a choice: one they can click on a piece in their reserve and place it in any section of the *place area* (the white squares on the board). Or they can select pieces for the draft area to add to their reserve, two a player can draft upto three pieces, the only time they would draft less is that a play can only draft upto seven pieces in their reserve.

4. TERRITORIES AND TURN ORDER

Now we will discuss the coloring of the play area. The area in grey is called the *neutral zone* it behaves similarly to the place area except pieces can never be placed there. All other areas can be controlled, two control an area a play simply needed to have two pieces in it more then their opponent. Now let us discuss what happens when a player controls a territory.

The single square gold territory in the center is called the goal territory if a player controls it they win the game. The astute reader will be thing if there is only one square there though how can I get two piece into it? The goal square is special in that you can move pieces on top of allied pieces there. This does not end up being a confusion since as soon as you do it the game end anyway.

The turn indicator area in the center has many colored squares, during game play the current turn will be outlined in black. Each player has a color: red for player 0 and blue for player 1. When that color is selected it is that players turn. Also all the controllable territories have a color and expect for the goal all of these colors are represented in this section. That is because each territory also has a turn. If no player controls that territory during its turn the turn is simply skipped. If a player does control a territory that player gets that turn. Territory turns are slightly different from normal turns, in that during a territory turn a player can only place piece in that territory and can only take actions with pieces in that territory. Be careful if you loose control of a territory during the ability/move phase of its turn you will not get to use its draft/place phase.

We have already discussed the place area under Turn Structure. The center most space is called the goal space a player wins by capturing their own piece on the goal space, this is the only time self captures are allowed.

5. PIECES

All that remains is to explain the movement and abilities of each piece. Since there are currently 20 pieces it is not advisable to try to memorize them all before playing, just like with all game it is best to learn by doing. To aid in this during the game if you want information about any piece simply right click on it and all the pertinent information will appear.

Piece Name:Balance

Piece Abbreviation: Bal

Piece Movement: Two space in any vertical or horizontal directions

Piece Ability Type: Full phase ability

Piece Ability: Swap places with an enemy piece not in the goal or neutral zone.

Piece Name: Fire

Piece Abbreviation:Fire

Piece Movement:Knight moves

Piece Ability Type:Full phase ability

Piece Ability: After moving if you captured a piece you can move to any adjacent space (this can repeat as many times as you capture pieces).

Piece Name:Freedom

Piece Abbreviation:Fre

Piece Movement:Two space in a vertical or horizontal direction

Piece Ability Type:Passive

Piece Ability:Can be placed in any occupied space except in the goal or neutral zone.

Piece Name:Leadership

Piece Abbreviation:Ldr

Piece Movement: Two spaces in any diagonal direction

Piece Ability Type: Full phase ability

Piece Ability:Can give its turn to any allied piece.

Piece Name:Leaf

Piece Abbreviation:Lf

Piece Movement:knight moves

Piece Ability Type:Before movement ability

Piece Ability:Can swap places with an allied piece

Piece Name:Mirror

Piece Abbreviation:Mir

Piece Movement: Any adjacent square

Piece Ability Type:Passive

Piece Ability:When placed can place a copy of this piece on any adjacent square.

Piece Name:Moon

Piece Abbreviation:Moon

Piece Movement:Two spaces in any diagonal direction

Piece Ability Type:Before movement ability

Piece Ability:Can pull an unblocked piece in a straight line from moon towards moon one space.

Piece Name:Power

Piece Abbreviation:Pwr

Piece Movement:Two spaces in a vertical or horizontal direction

Piece Ability Type:After movement ability

Piece Ability:Can push an unblocked piece in a straight line from power one space away from power

Piece Name:Rock

Piece Abbreviation:Rck

Piece Movement: Any adjacent space or two spaces in any vertical or horizon direction

Piece Ability Type:Passive

Piece Ability:When removed from the board if there is space it returns to its controllers reserve instead of the draft.

Piece Name:Shadow

Piece Abbreviation:shdw

Piece Movement:None

Piece Ability Type:Full phase ability

Piece Ability:Can move adjacent to any allied piece (it can capture as normal with this movement)

Piece Name:White Lotus

Piece Abbreviation:Lts

Piece Movement:Two space in any diagonal direction

Piece Ability Type:Passive

Piece Ability:Pieces cannot leave the 7 by 7 box centered on white lotus

Piece Name:Wind

Piece Abbreviation:Wind

Piece Movement:Any adjacent square

Piece Ability Type:After movement

Piece Ability:Move an allied piece adjacent to wind

Piece Name:Wood

Piece Abbreviation:Wood

Piece Movement:Any adjacent square

Piece Ability Type:Full phase ability

Piece Ability:Without moving can capture any piece it could capture if its movement was any two diagonal,vertical or horizontal spaces

Piece Name:Sun

Piece Abbreviation:Sun

Piece Movement:One vertical or horizontal space

Piece Ability Type:Passive

Piece Ability:For the purpose of territory control counts as two pieces

Piece Name:Chaos

Piece Abbreviation:Chs

Piece Movement:knight moves

Piece Ability Type:Passive

Piece Ability:Other then the goal any territory that chaos is in cannot be controlled

Piece Name:Shield

Piece Abbreviation:Sld

Piece Movement:knight moves

Piece Ability Type:Passive

Piece Ability:Allied pieces diagonally adjacent to shield cannot be captured

Piece Name:Water

Piece Abbreviation:Wtr

Piece Movement:Three spaces in any vertical or horizontal direction

Piece Ability Type:Passive

Piece Ability:Water's movement cannot be blocked by other pieces

Piece Name:Ice

Piece Abbreviation:Ice

Piece Movement:None

Piece Ability Type:Passive

Piece Ability:Pieces adjacent to ice cannot move or use abilities

Piece Name:Infinity

Piece Abbreviation:Infy

Piece Movement:Can move to any space in a five by five square centered on infinity

Piece Ability Type:None

Piece Ability:None

Piece Name:Portal

Piece Abbreviation:Prtl

Piece Movement:Any adjacent space

Piece Ability Type:Passive

Piece Ability:During the place phase portal's controller can place a piece in any unoccupied space not int eh neutral one or goal that is adjacent to portal