

# DRAVAKRON



Houwaydi

## Introduction

I've designed and created this game entirely from scratch. This is the final version, and I won't be making any further modifications or releasing any other iterations. It's an idea I developed from the ground up, and I've made the game completely free. If you own this book, you can assemble the game yourself, as everything you need is right here. There's no need to buy it; you can simply build it yourself and play at no cost.

## Game Details

The game you hold is a strategic board game played on a 192-square grid by two players only, each using a different color (red/black). There's no room for luck or dice rolls; instead, it relies on your mind to calculate countless moves. Each player has 5 pieces, and there are 4 ways to win, with no possibility of a draw. If you don't like the board design, I've left everything open for you at the end, allowing you to reprint the board to suit your personal taste.

## In Brief

- I've left everything open for you to rebuild it however you like.
- There will be specific game calculations; perhaps someday I might need to make a necessary adjustment.
- It's not my intention to modify or further develop the game, as it has already taken a significant amount of time and effort.

## Unique Aspects

Everything related to this game, from its names to its design, is not commonly found elsewhere. You might feel the idea of the flag is borrowed, but this concept exists in over 200 games. The important thing is that this is a physical board game, it doesn't require an internet connection, and you can't even cheat! Imagine that! There's no way to program anything to give yourself an edge in this game, and it doesn't matter who starts first.

It's essential to carefully read and understand all the rules. This is a challenging point, but not impossible. You're now in a very complex world, and you'll need to calculate many moves.

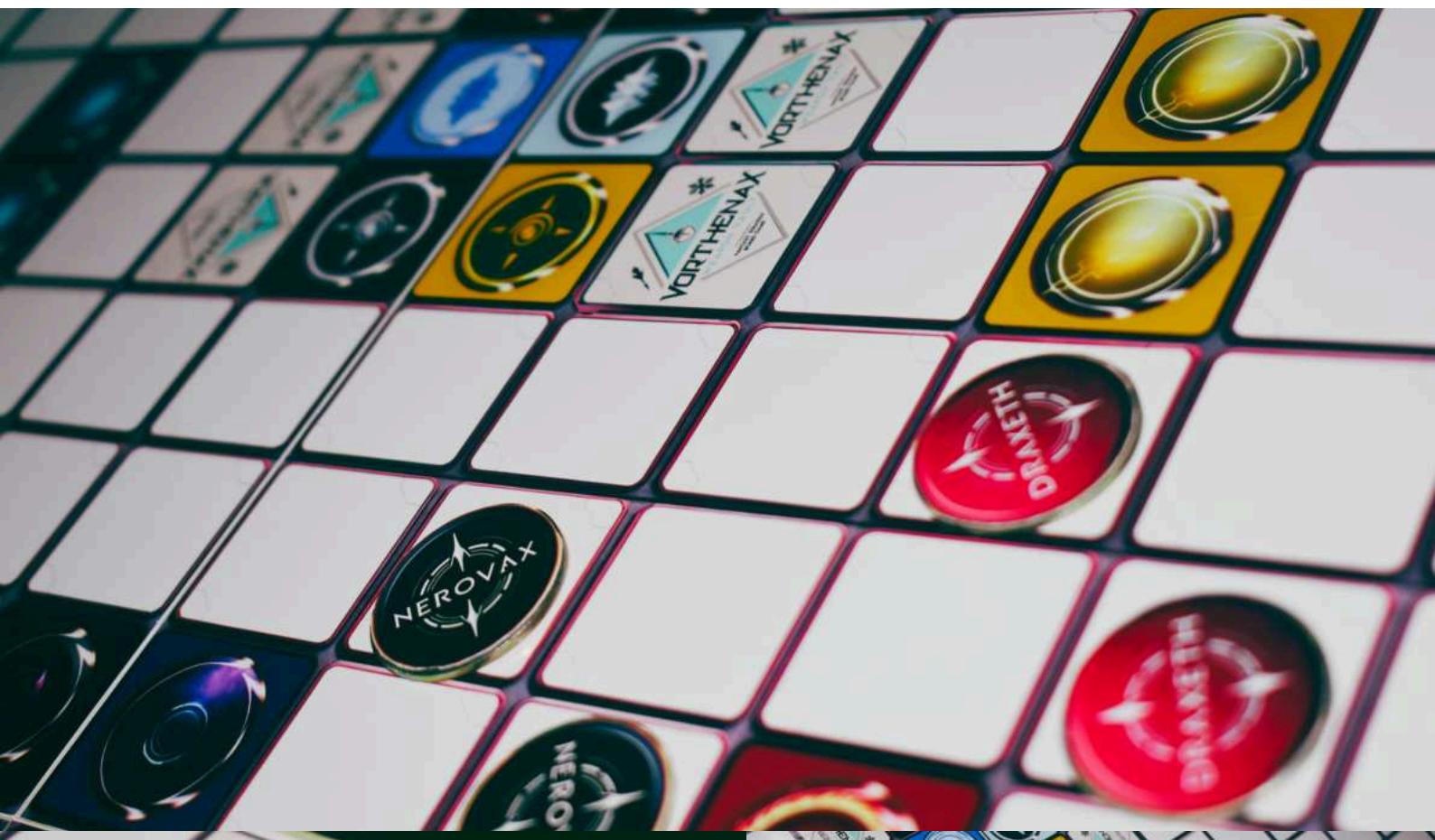
## Additional Resources

On the game's YouTube channel, I'll share videos demonstrating game designs and how to assemble them using the simplest tools, lowest costs, and best designs that have been made for the game. I don't want any money from this game, nor do I seek fame, which is why I've designed everything and put it here. My intention is for it to remain a physical board game (though I wouldn't mind if it's eventually adapted further).

Experiencing this game offers you a unique opportunity to enjoy its strategic challenges and deep thinking. Every move you make requires careful planning and anticipating your opponent's reactions. It's not just a game; it's a test of your mental capabilities and creativity in finding solutions.

## Game Design Based on Reality

You'll find the design files at the end of this book, along with a video explaining the design process on the game's YouTube channel.





## Dravakron

(Pronounced: "Dra-va-kron," with a slight emphasis on the "r" sound, like in "dragon")

### Part One: Drava

**Symbolic Origin:** The name draws inspiration from words like Draco (dragon), Drive (motivation/impulse), and Dread (fear).

**Meaning:** "Drava" symbolizes an unseen inner power, expressing intelligence, silent control, and a hidden desire for initiative and dominance.

### Part Two: Kron

**Symbolic Origin:** Inspired by Chronos (the embodiment of time) and Crown (royalty/supremacy).

**Meaning:** "Kron" represents time as a fundamental element in strategic thinking, reflecting superiority based on patience and choosing the right moment.

### Dravakron — The Compound Meaning

**What it Represents:** "Dravakron" is a blend of hidden power (Drava) and intelligent temporal control (Kron). It's the name that signifies a player or character who calmly and confidently controls time and space, moving with a clear plan, without haste.

### Philosophical Conclusion

In the world of Dravakron, you don't win by force alone, but by intelligence and concealed intent. The secret lies in waiting, and moving at the opportune moment... when others are preoccupied with noise.



#### Important Note Regarding This Book

This barcode has been provided as a backup option. You might notice that the book's file size is less than 1 GB, as most websites don't allow uploading large files, which often leads to reduced file quality. As a result, you might find it difficult to print the board or pieces at an adequate quality.

Therefore, I've prepared this barcode to give you direct access to the full version of the book, which I've uploaded online in its original size and quality.

The game's dedicated online accounts are the only ones available, and no additional accounts will be created. I designed these accounts specifically and exclusively for this game.



X : @DravaKron

twitch : @dravakron

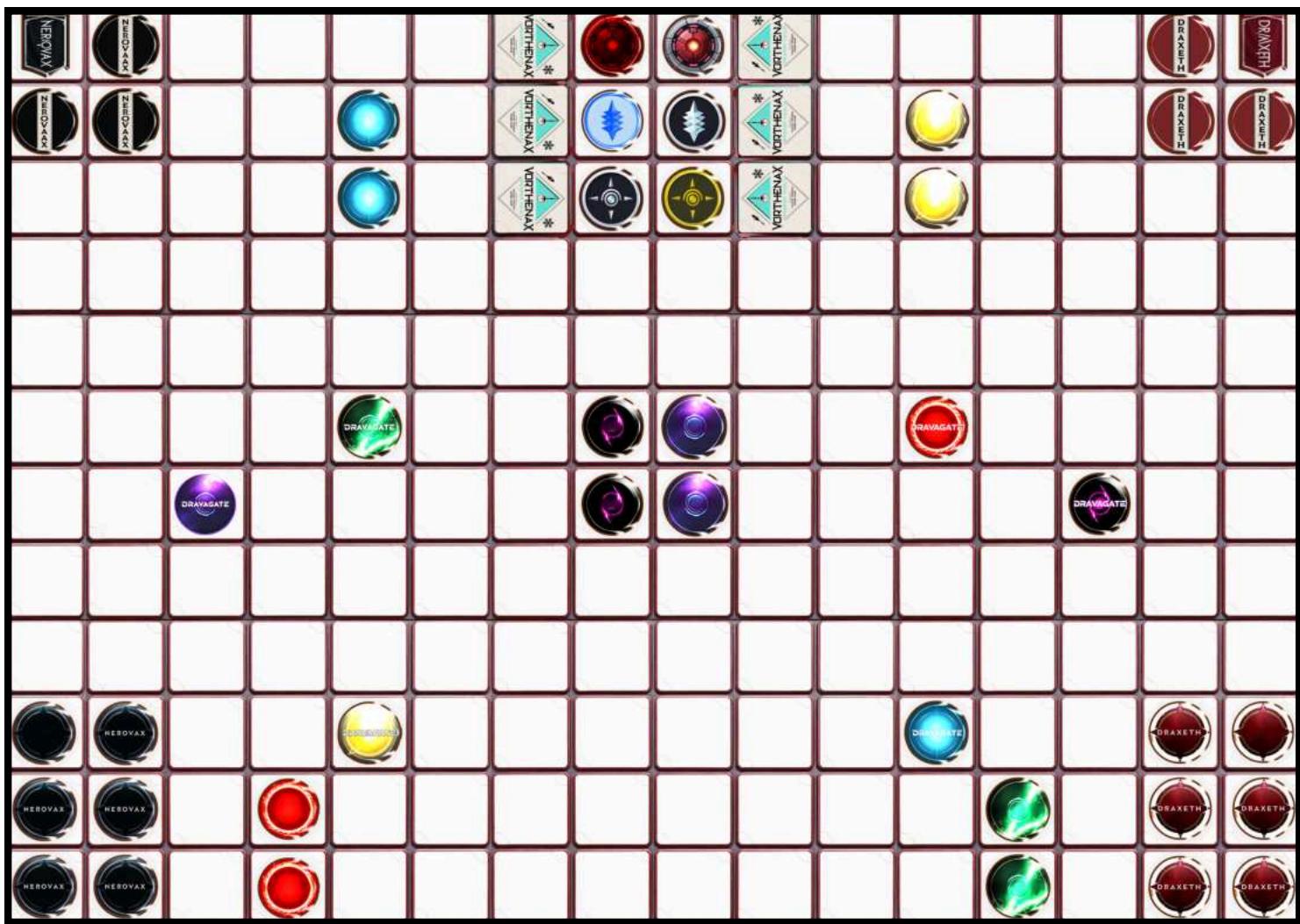
## Board Information

There are two board designs to suit different tastes, with a simplified version included at the end of this book.

The shapes and circles on the board are fixed, and the board is ready to play in its current form.

Everything can be understood before the rules are explained.

I could design the board more creatively, but simply put, this board is practical during gameplay, comfortable to look at for long periods, and clear. After experimenting with many printed boards, I decided to stick with this design because it's the best for printing.



## Summary

### Board Description

The board consists of 16 squares in width and 12 squares in length, totaling 192 squares. Each player owns half of the board equally and has 5 pieces. Deciding which player starts first is up to both players.

## Important Information:

The board in front of you is fixed as is, but there are different pieces used for playing or moving on it. I'll show them to you with an explanation.

## Piece Details:

Simply put, you'll print or design circles containing 18 pieces, which are called playing pieces.

- 5 pieces for the Red player
- 5 pieces for the Black player
- 6 pieces for Weapons
- 2 pieces for Flags The total is 18 pieces. (There's one specific case with the "Freezing Weapon" where the piece will be double-sided, while the rest of the pieces only need to be single-sided.)

## Pieces and Gameplay:

These pieces are what will allow you to move on the board. The game relies entirely on ease of design; you can print or cut them out and use magnets, for example, to place the pieces. You won't be printing the pieces already shown on the board; you'll only be printing the pieces designated for gameplay. As I mentioned, the game is completely free and doesn't require tools or money to purchase. I've designed it, and you can print it from this book and start playing immediately. I've given you the freedom to design the game's physical structure based on your capabilities, but at the end of the book, you'll find all the details in higher quality and greater clarity. Simply put, you can print the board and the pieces.

**Dravakron's board consists of 192 squares (16 wide x 12 long), and it's carefully designed to reflect a balanced strategic system.**

## **Board Map – Area Division**

# "The Red Player: "Draxeth



**Playing Piece**



**Board Piece**

"Drax": Denotes fiery power, draconic energy, and impetus. "Xeth": Carries a sharp connotation reflecting speed, pulse, and sudden explosions.

## Draxeth Zone



In the empty squares, you can place your own pieces. These five areas are restricted and are not part of the game during battle. In other words, you cannot stand on them or make any moves there. They are solely for storing your pieces.



- Starting Point Rules
- This is the starting point, and it's also a restricted area. You can't do anything here except begin dropping your pieces onto the arena from it.
- At the very start of setting up the board for the match, you're allowed to place one piece on this square before determining which player goes first.
- You cannot make any moves within the arena until you've dropped a piece from this starting square. You can choose any of your five pieces to be this initial piece. What's important is that this square serves as your entry point to the arena.
- After that, if you wish to place another piece, that move counts as a turn.
- You cannot return to this square once your piece has dropped. You must move forward; you can't go back and land on this square. If you remain on this square and decide to add another piece (meaning taking another turn), you will trigger a merging process (which I'll explain later).
- You can choose to play with any of your five pieces. There's no specific order for selecting which piece you'll play.

# "The Black Player: "Nerovax



**Playing Piece**



**Board Piece**

"Nero": Means darkness or burning blackness in fictional languages and ancient myths. "Vax": Symbolizes hidden power or a toxic/disruptive influence.

## Nerovax Zone



**In the empty squares, you can place your own pieces. These five areas are restricted and are not part of the game during battle. In other words, you cannot stand on them or make any moves there. They are solely for storing your pieces.**



- Starting Point Rules
- This is the starting point, and it's also a restricted area. You can't do anything here except begin dropping your pieces onto the arena from it.
- At the very start of setting up the board for the match, you're allowed to place one piece on this square before determining which player goes first.
- You cannot make any moves within the arena until you've dropped a piece from this starting square. You can choose any of your five pieces to be this initial piece. What's important is that this square serves as your entry point to the arena.
- After that, if you wish to place another piece, that move counts as a turn.
- You cannot return to this square once your piece has dropped. You must move forward; you can't go back and land on this square. If you remain on this square and decide to add another piece (meaning taking another turn), you will trigger a merging process (which I'll explain later).
- You can choose to play with any of your five pieces. There's no specific order for selecting which piece you'll play.

# Flag



**Red Board Flag**



**Black Board Flag**

## Flag Zone

- This is the area where the flag piece is placed. It's restricted, meaning you cannot stand on it, and it's not part of the playing arena.



**The Flag (Board Piece)**

This is the piece that will be placed on the board. This is the Flag piece that you will capture when you acquire the Flag.

- This is the piece you'll use to play on the board.



**The Flag (Board Piece)**

This is the piece that will be placed on the board. This is the Flag piece that you will capture when you acquire the Flag.



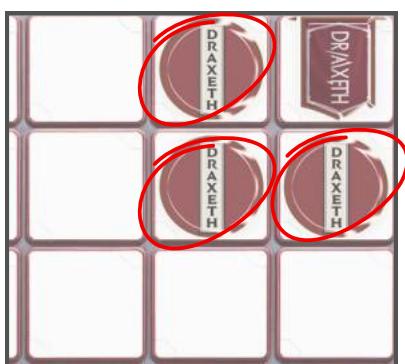
**The Area Surrounding the Flag**

- That circle represents the shape formed by three squares surrounding the flag. You can stand on these squares if you wish to acquire or receive the flag.



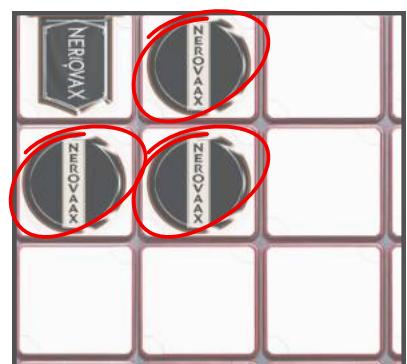
**The Area Surrounding the Flag**

## • The Shape on the Board



- If you stand on one of these areas, you'll acquire the Flag, assuming one is present, of course.

## • The Shape on the Board





# Weapons Zone "Vorthenax"

- "Vorth": Derived from words like "Fort", "Forge", or "Vault", signifying a stronghold, a storage place, or a weapons workshop. "enax": Inspired by names such as "Kronax" or "Drexan", evoking ultimate power or the final entity.

- This is the Weapons Zone, where you can find weapons to use during the match.



- If you land on one of the six squares, you can take the weapon located in front of you, assuming one is present, of course.
- Combat is allowed in this zone, where you can fight, move, and land on any of these six squares.
- As soon as you land on any of these squares, it counts as a move or your turn. You can simply take the weapon and place it above your piece's head.



- This area, consisting of six squares, is restricted; no operations can be performed within it. It serves purely as a weapon storage, and you cannot land on it or pass over it.



- You cannot take a weapon from here; it must be taken from the designated area, which means only from the six squares.

# Temporal Gates

## Dravagate

Type: A technology that transports you through hidden gates on the Dravakron board.

### Dravagate - Temporal Gates

Within the board, there are special squares known as Dravagates. These gates are considered transfer points carved into the energetic structure of the Dravakron world. When a piece enters one of these squares, the Dravagate technology automatically activates, instantly transporting the piece to a corresponding gate at another location on the board.



### Gate Designs

There are only 6 gates on the board, divided equally.

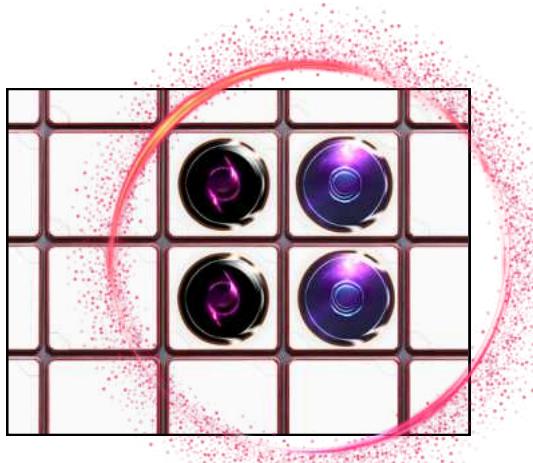
Simply put, you can use any of these gates.



### Corresponding Gate Shapes

The shapes that correspond to a gate, or the end of a gate, are the circles you transport to. Each color matches the gate's color, but without the text.

Once you reach these points, you can only return via the same gate. There's no limit to how many times you can use the gates.



Each gate includes two points, and as a player, you can choose your landing spot. These landing zones are considered safe areas within the game, where no form of attack or confrontation is allowed.

In other words, these areas act as temporary sanctuaries where opponents cannot be assaulted.

However, there's only one way to eliminate your opponent, and that's through the Main Gate – this mechanism will be explained in detail in the following pages.

# Full Game Rules Explained in Detail

## Gameplay and Rule Explanation

### Important Note at the End of the Book

At the end of this book, you'll find a special chapter containing a set of important rules. I haven't mentioned these rules earlier because they pertain to rare situations—yet they will inevitably occur as you spend more time playing and progress in the game, which is why I placed them at the end.

### Why at the End?

My goal is for you to first understand the fundamental basics, which include:

- The movement system.
- The mechanics of acquiring and receiving weapons or the Flag, along with methods of sending and exchanging.
- The ways to win, including the elimination method in the game.

Once you've mastered these core rules, you'll be fully prepared to handle the precise exceptions that arise in advanced situations.

### Examples of What Awaits You in This Chapter:

- An exception to the Freezing Weapon rule.
- Exceptions in Flag throwing or exchanging/sending weapons.
- Areas on the board where certain commands cannot be executed, even if you might think they are possible.

All of these are precise and crucial rules, but they logically fit only after you've grasped the game's fundamental structure.

# Rules and How to Play the Game

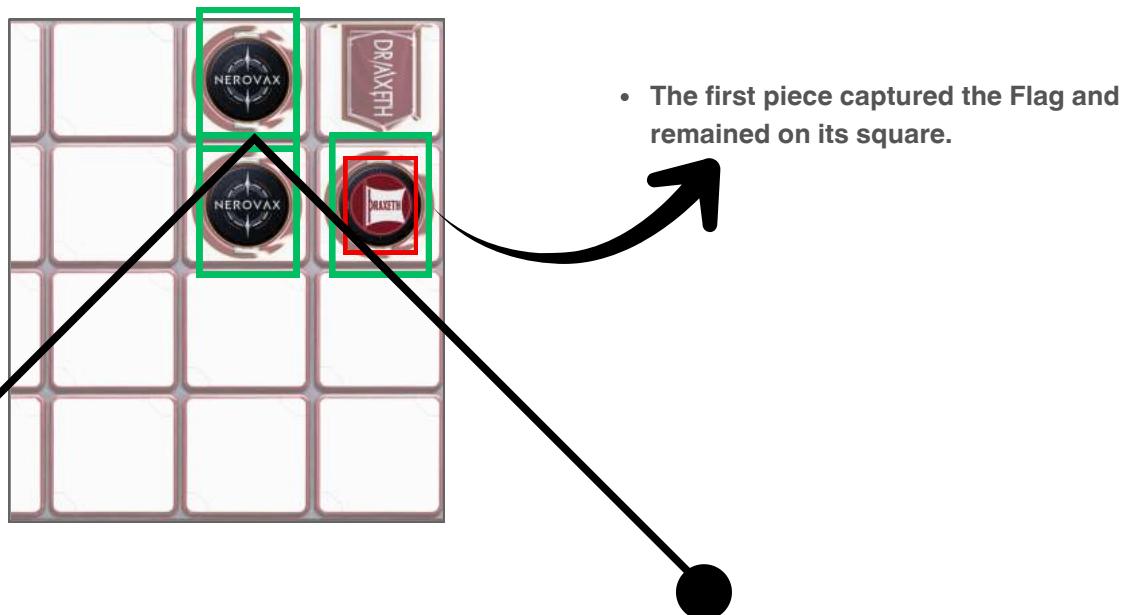
First, I need to clarify that there are four ways to achieve victory in the match, and no possibility of a draw.

- **First Way to Win**

Simply put, you must move to capture your opponent's Flag and bring it back to your own dedicated Flag Zone. Once you stand on one of the three squares adjacent to the Flag (in your zone) while holding your opponent's Flag, you become the winner.

- **Second Way to Win**

This method involves surrounding or besieging your opponent's Flag Zone using three of your pieces. You must stand on the three squares that surround your opponent's Flag, and the Flag must be present on its square. (I know, of course, that when your first piece lands on a square adjacent to the Flag, you'll be able to capture it.) However, if you manage to place two additional pieces alongside the first one, you win the match. (Refer to the image for a better understanding.)



- Then the third piece arrived, and in this situation, the Black player wins the match because they have besieged the opponent.
- Then, the second piece arrived.
- The first piece captured the Flag and remained on its square.

- **Third Way to Win: Eliminating Your Opponent's Last Piece**

Let's assume you now have three pieces in play, while your opponent has only one. If you can eliminate that single piece, you are the winner.

Another example involves using the Freezing Weapon: If your opponent has two pieces and you freeze one of them, then eliminate the other, you win. This is because your opponent will have no remaining piece capable of reviving the frozen one.

- **Fourth Way to Win: Using Time**

You and your opponent can agree upon a specific time limit. The player whose time runs out first loses (similar to chess). Simply put, you can start the game with a time limit if desired, while still relying on the four main ways to win.

# How Can You Move?

## Movement Rules & Turns

The game relies entirely on a single move per turn; you can move in any direction you wish, but you're allowed only one move and no more.

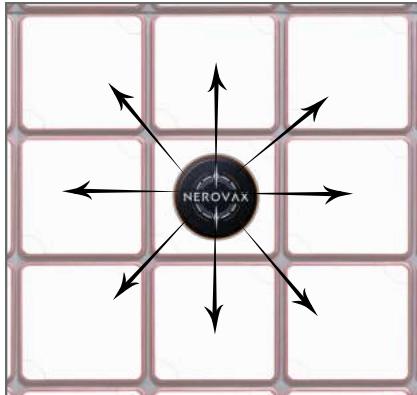
For example, if you want to add a piece to the game, you must take it from your personal zone (the five squares containing your pieces or your home base) and place it on a landing square, and this action will count as your turn.

If you wish to use a weapon, that also counts as a turn.

Using a temporal gate is considered a move as well.

Each turn, you have only one move, and you must think carefully to decide what it will be.

Even activating the merging technology is considered a move; when used, it counts as a turn, and you can then move with it on your next turn.



- The piece movement system is one square only, unless you use the Mobility Weapon or are in a merged state. A merged state will allow you to move two squares, but in a plus sign pattern. This means you can move horizontally, vertically, and diagonally in any direction you wish with that single piece.



## Fixed Rule

You can only carry one item above your piece's head or on the piece in general, and you can only move with one item.

This one item can be:

- A special piece of your own (merging technology).
- One Flag, whether it's your own Flag or your opponent's Flag.
- One weapon only.

- Note on Design
- In the design, weapon pieces will be smaller than playing pieces, and the Flag piece will also be smaller so you can distinguish your piece from your opponent's. Only your own piece will remain the same size, and it will be easily identifiable simply due to the thickness of the combined piece.

# Merging Technology

## Dravacomb

### Merging Technology

The name consists of two words:

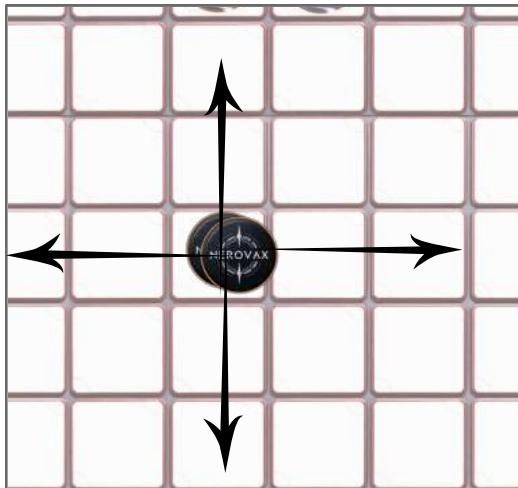
- Drava – Taken from the game's name, Dravakron, which directly links the feature to its unique world.
  - Here, "Drava" represents the "power," "essence," or "spirit of the game."
- Comb – An abbreviation of the English word "Combine," meaning: to merge, unite, or bring two things into one.



**What is Merging Technology or the Merging Method?**  
Simply put, it's a method that allows you to merge two of your pieces at any time, making them unite as one piece stacked on top of the other.

Remember that merging counts as a move, meaning it uses up your turn. Similarly, unmerging also counts as a move, using up another turn.

This method is used only when the piece is in a square adjacent to yours; it must be close to you.

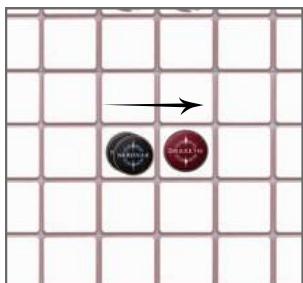


When you merge two pieces or use "Drava Comb" technology, you'll be able to move two squares each turn, but only horizontally or vertically.

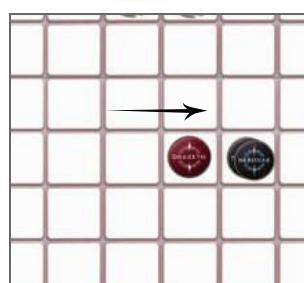
### Note:

You must move two squares when in a merged state; you cannot move only one square.

1



2



### Note:

You can jump over any piece or Flag located on the same horizontal or vertical line as usual, since you're moving two squares. However, if your opponent's piece is on the second square you would land on, this means you will eliminate it. If their piece is in your path but on the first square, you cannot eliminate it; you can only jump over it.

# What's Restricted with Merging Technology?

1. You cannot carry anything on your opponent's head when you eliminate them.

There's a fixed rule in the game preventing you from carrying more than one item on your piece. Therefore, you are forbidden from carrying any weapon or Flag while in a merged state. If you eliminate your opponent, you cannot seize or acquire anything they possessed, such as a weapon or a Flag. Everything they owned returns to its original place on the board. This is one of the situations where the Flag returns to its original position.



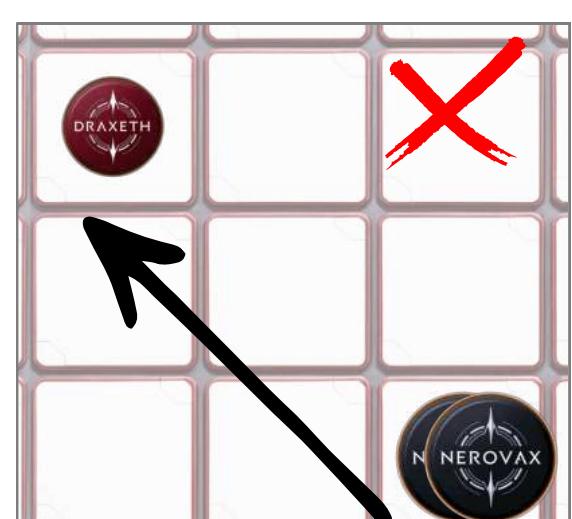
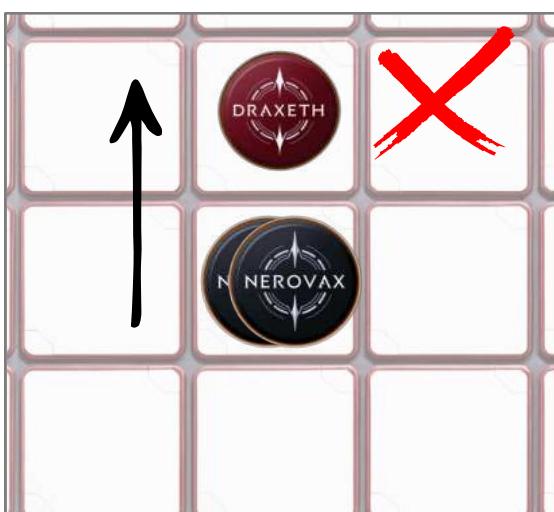
Here, in the next move, when you eliminate the Red player, you won't take the Flag from them; instead, it will return to its original position on the board.



Here, in the next move, when you eliminate the Red player, you won't take the weapon from them.

## No Diagonal Eliminations

You cannot eliminate any piece diagonally. This is natural within the merged piece's movement system. If a piece doesn't move diagonally, it cannot eliminate or capture pieces diagonally. Furthermore, you cannot even eliminate an opponent next to you (i.e., in an adjacent square), because the movement system requires a two-square mo



## Merging Technology – Important Notes

1. Don't assume you're protected by Merging Technology! Beware, your opponent can eliminate you normally if they're in an adjacent square or if they use a weapon. Merging Technology offers no type of protection. When you're eliminated, both merged pieces return to your home base, exactly as if it were a regular piece.
2. Freedom to pass over elements while merged: As long as you move two full squares, you can pass over any element on the board, such as:
  - Main Temporal Gates
  - Temporal Gate landing points
3. But remember: You cannot stop on these elements; you only pass over them. Specifically, entering a Temporal Gate's landing zone is only done via the Main Gate. This is a fundamental rule related to strongholds and is not subject to Merging Technology.
4. Mandatory two-square movement while merged: When you're in a merged state, you must move two full squares.
  - Moving only one square is not allowed.
  - Movement must be horizontal or vertical only (diagonal movement is not allowed). This means if an opponent is on a square directly adjacent to you, you cannot eliminate them while merged, because you are forced to bypass that square and move two squares.

### What is Merging Technology?

Merging Technology is one of the most powerful strategic tools in the game. It allows you to merge two pieces and move them as a single unit, making it the fastest way to spread across the board. But don't forget: Despite its power and rapid deployment, this technology offers no immunity from elimination. So, use it wisely and at the right time.

## How Do You Acquire the Flag or a Weapon?

- There are side squares for each section of the board, allowing you to acquire a weapon or the Flag as previously explained. However, to clarify, I'll provide you with this simplified explanation.

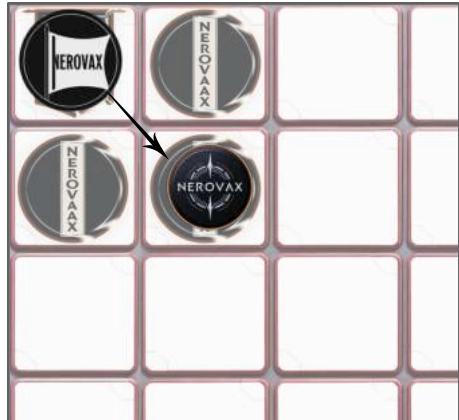


- You are now in this square and wish to acquire this weapon. All you need to do is move to this square in the current or next turn. Then, take the weapon from storage and place it directly onto your piece's head. In the following step, you can either use it or move with it, but for now, your only action is to acquire the weapon and nothing more.

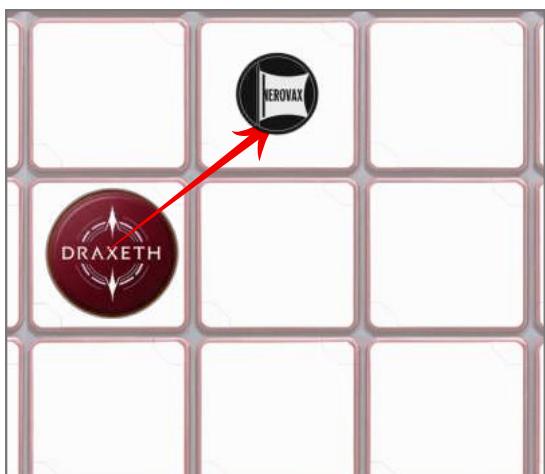


- Let's assume you're currently standing on one of the six designated weapon acquisition squares, and a battle occurs elsewhere on the board. If the person who was eliminated, or is about to be eliminated, was carrying this weapon, it won't return to storage. Instead, it will return directly to you because you are already on a weapon acquisition square. In this scenario, no move will be counted against you since you were already present on that square. The same rule applies to the Flag: if you're on a Flag square and an elimination occurs (observing the conditions for when the Flag returns), the Flag will return to you without you losing a move, as you are already in that spot.

- When you stand on those three squares surrounding the Flag, you'll acquire it. You cannot return it to its original place except in certain situations, which you'll discover and understand with the explanation. (I'll detail these cases at the end as a review for you.)



- You are now on one of the Flag acquisition squares. As soon as you stand on this square, or any of the three squares, the Flag moves to your piece's head, assuming it's present, of course.



- Anyone standing on this square can pick up the Flag.

#### Fixed Rule (Flag Throwing)

If you wish to throw the Flag, you must understand that it will not return to its original position. You must choose an adjacent, non-restricted square to throw the Flag into. You can also throw the Flag into a Temporal Gate, and then choose which of the two squares it will land on. This action will count as a single move.

# Detailed Explanation of Temporal Gate Instant Mobility

You have 6 Temporal Gates and 12 Landing Squares.

There are six Temporal Gates, each corresponding to 12 squares where a piece can transport. Each gate contains two empty squares where the piece lands after transport.

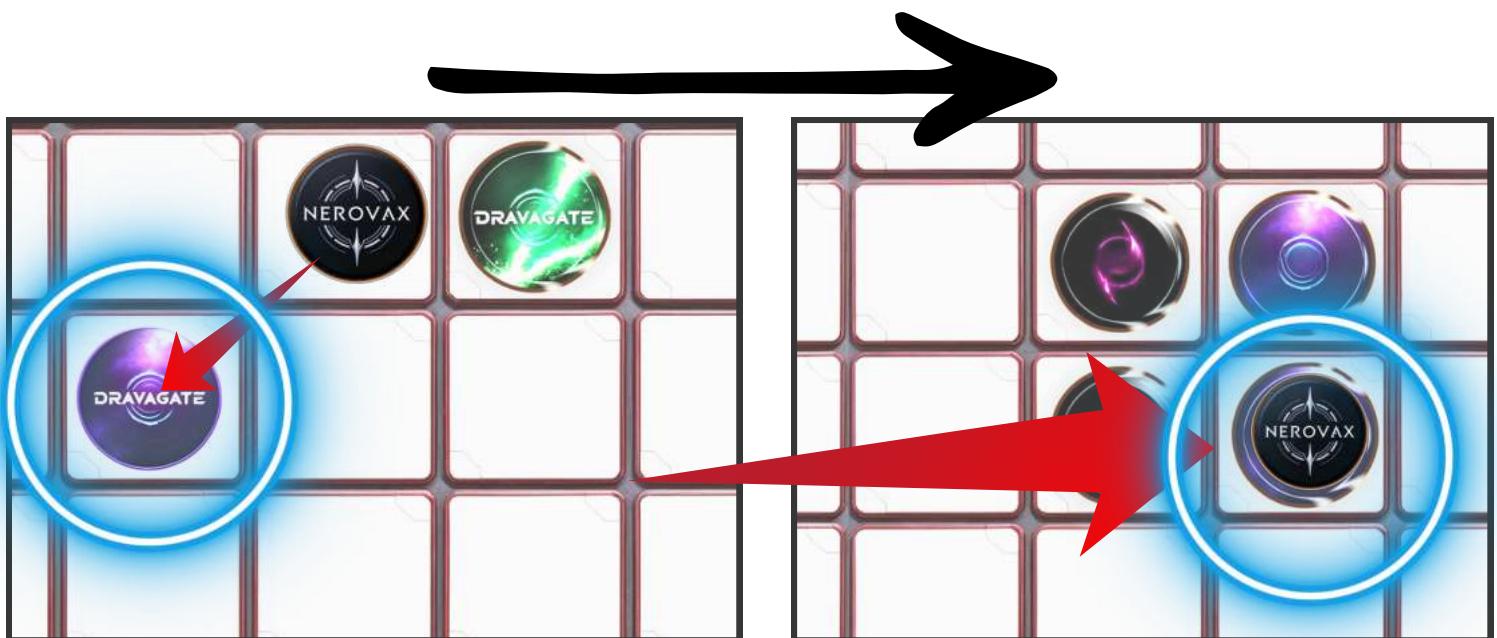
Important Notes:

- You can send pieces, weapons, and Flags.
- You can transport even if you are in a merged state.
- There's no specific limit to using the gates; you can use any of the six gates.
- Remember that each gate has only one direction of travel, and you can only return from it by going back to the original gate to transport again.

## How Do You Transport Through Gates?

Simply put, when you land on any square containing a gate entrance, you immediately transport to the end of the gates, which consists of two squares. You can choose your landing spot, and remember that this counts as a move or your turn.

Essentially, you land on a gate and transport, ending your turn for your opponent or the other player to begin theirs. (And remember, you cannot change your landing square on any turn unless you return and transport again.)

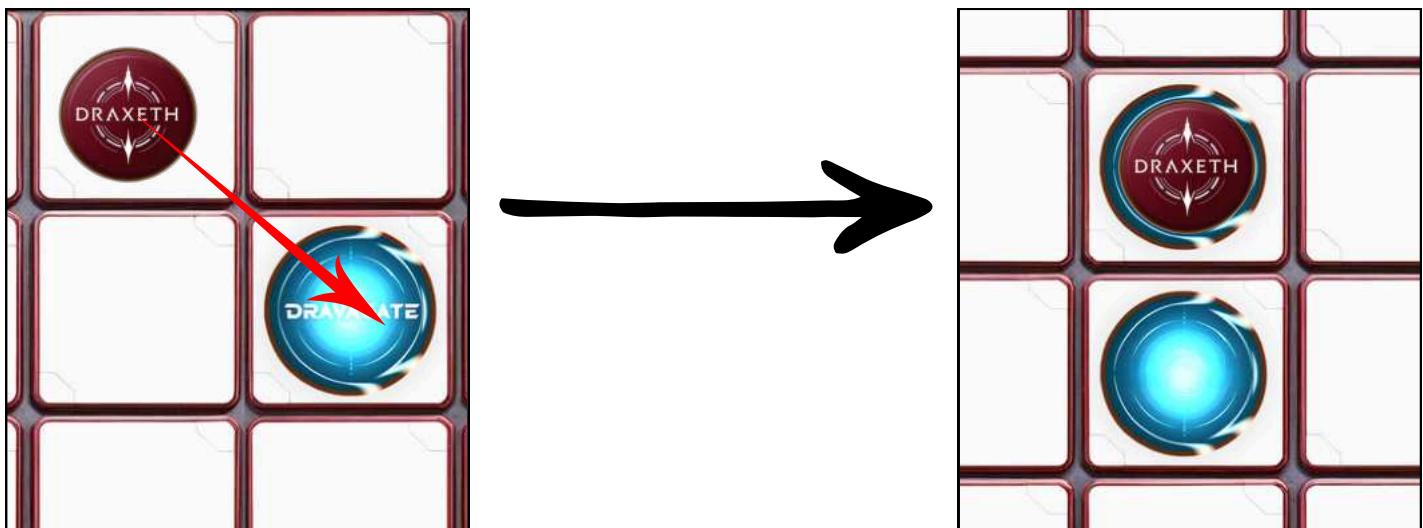


## Fixed and Very Important Rules (Concerning Temporal Gates)

You can only access these areas via the Main Gate. Simply put, you cannot place your piece in those spots except by transporting to them from their Main Gate (the unique color for each gate).



When you pass through a Temporal Gate and land on one of the two squares, you cannot then move to the other square. You can only exit onto the main board squares. If you wish to return, you must head back to the Main Gate.



You cannot rely on the "Stronghold" feature to remain protected in those points throughout the game. You can certainly place your piece where you want, but ultimately, if your opponent is determined to eliminate you, they will go to the Main Gate leading to the very points you occupy, forcing you to either exit or face elimination.

**⚠ Temporal Gate Landing Zone: Protected from Direct Combat Only**  
(This refers to the two squares where any piece lands when using a Temporal Gate.)

**✗ General Rule:**

Direct combat against any piece within the two landing squares is prohibited. Attacking a piece in this area from outside the zone is not allowed, unless under clear and specific exceptions with the following conditions:

**✓ Permitted Cases for Targeting a Piece within the Landing Squares:**

1. **Direct Attack from the Main Gate's Vicinity:** If you are standing on one of the squares immediately surrounding the Main Temporal Gate, and your opponent is inside one of that gate's two landing squares, and it is your turn, you can jump onto your opponent's piece and eliminate it directly.
2. **Attack Using a Long-Range Weapon (e.g., Bomb or Freezing Weapon):** If you possess a weapon (such as a Bomb or Freezing Weapon), and your opponent is inside one of the landing squares, and they are within the allowed range of the weapon you are carrying, you can simply target them from your current position, because you have met two essential conditions:
  - ✓ The weapon's allowed range is met.
  - ✓ The opponent is standing within one of the two landing squares.

**⟳ Conversely:**

If you are standing outside the landing squares, and your opponent is inside one of them, they have the right to attack you directly if you are within their attack range, even if they are not carrying a weapon, as long as the range rules allow it.

Simply put, the Red player cannot eliminate the Black player because they are hidden inside the two-square stronghold. However, in their turn, the Black player can eliminate the Red player by jumping normally, or if they possess a weapon, it will be extremely easy.



## Application Example – Attack via Temporal Gate:

Imagine your opponent is standing steadily on one of the landing squares belonging to the Blue Gate. Meanwhile, you are now standing at the Main Point of that gate on the opposite side of the board, and it's your turn.

In this situation, you have direct offensive options:

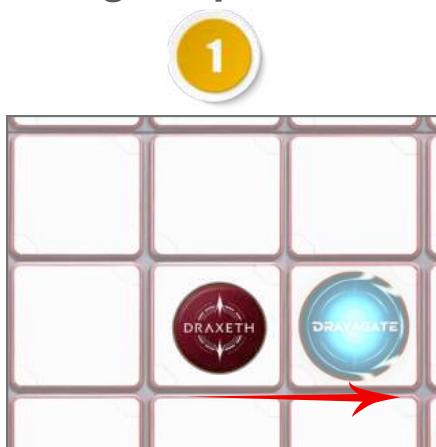
- You can instantly transport to their location and eliminate them directly.
- Or, you can throw a bomb or use a long-range weapon to eliminate them from your position at the gate.

### Elimination and Acquisition Upon Landing from a Temporal Gate

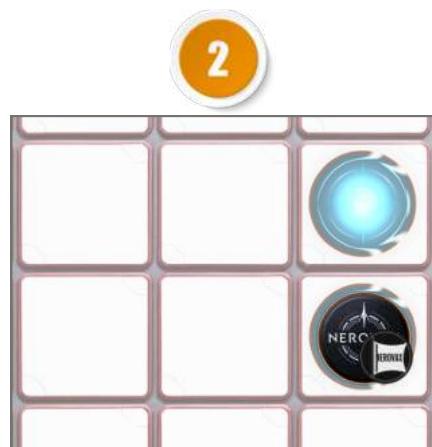
If you eliminate your opponent within a landing square:

**Using your piece's Jump Attack:** You can acquire whatever your opponent was carrying on their piece (whether a Flag or a weapon), but only if you weren't carrying anything on your own piece when performing the jump.

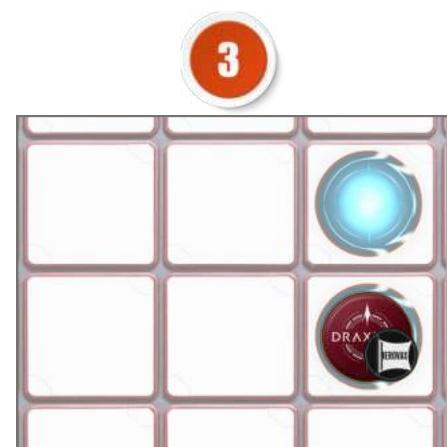
**If you used a long-range weapon (like a Bomb or Freezing Weapon):** You cannot acquire what your opponent was carrying. Instead, the Flag or weapon that was on their piece returns to its original position on the board.



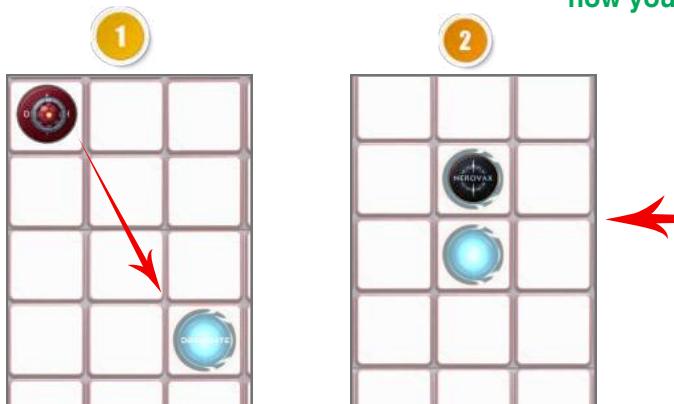
You are now here at the Main Gate.



Your opponent is settled here on the other side of the gate (the transfer points), and it's now your turn.



Simply put, you transport, eliminate them, and acquire what they possess.

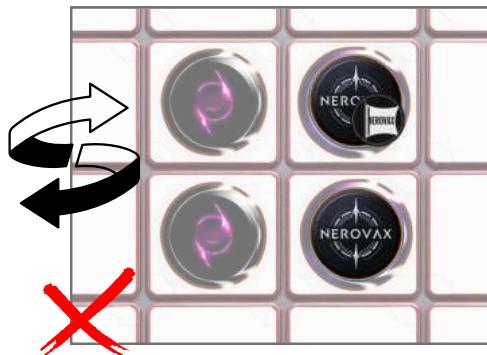


The Red player, within the allowed range for using the Bomb, can throw the Bomb at the Black player who is in one of the gate's landing squares, leading to their elimination.

You cannot perform any exchange or sending operation with a piece you control that is standing within a stronghold (Temporal Gate landing squares). However, you can exchange and send weapons and Flags with a piece you control that is standing outside those points.



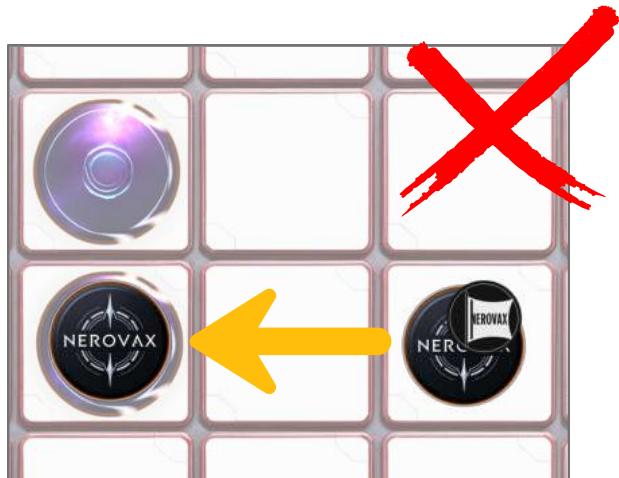
In this scenario, if you have two of your pieces each standing on a landing point of a different gate, you cannot exchange or send anything between your pieces.



In this scenario, if you have two of your pieces each standing on a landing point of the same gate, you cannot exchange or send anything between your pieces.



In this scenario, if one of your pieces is standing on a square outside the landing zone and another piece is inside the zone, you can send an item from the inside to the outside. However, you cannot exchange or receive any weapon or Flag from the outside.

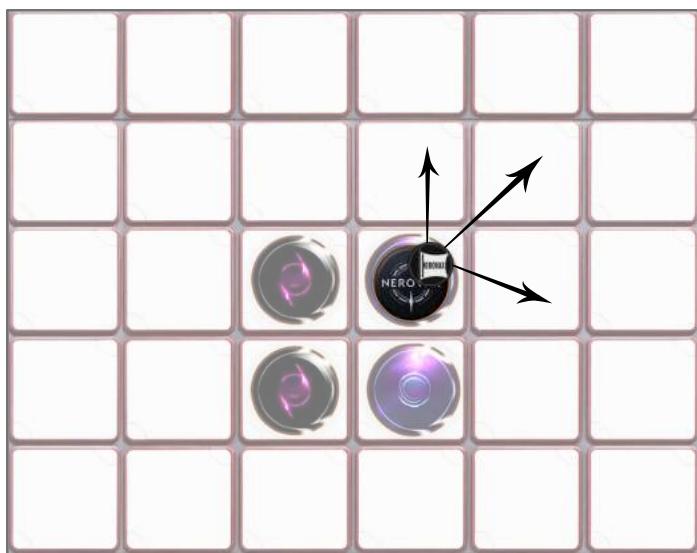


In this scenario, a piece of yours on the outside cannot send or exchange anything with a piece on the inside.

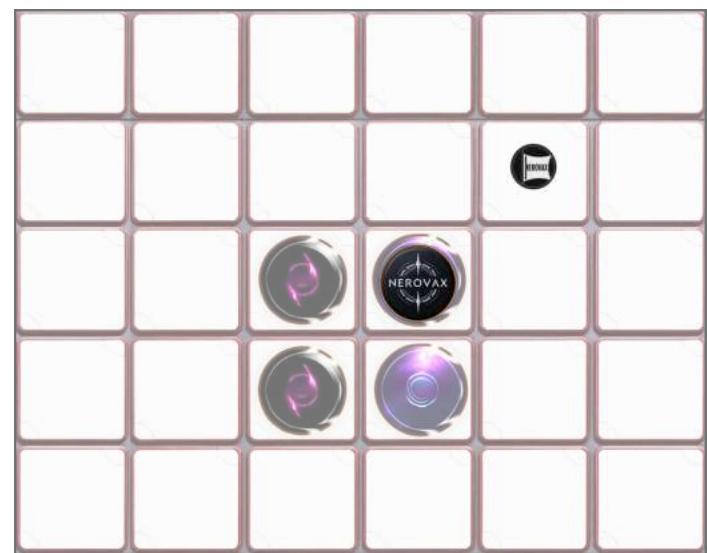
## What Happens If You Want to Discard a Weapon or Flag While in a Stronghold?

If you are inside a stronghold (in the gate landing squares or the other side of the gate) and wish to discard a weapon or Flag, here's what you need to know:

If it's a weapon, there's a rule stating that you cannot throw it onto the board. Instead, it will return to its original location in the weapon storage. As for the Flag, you must choose an adjacent square and throw it there. Remember that this action will be considered a move, meaning it will count as your turn.

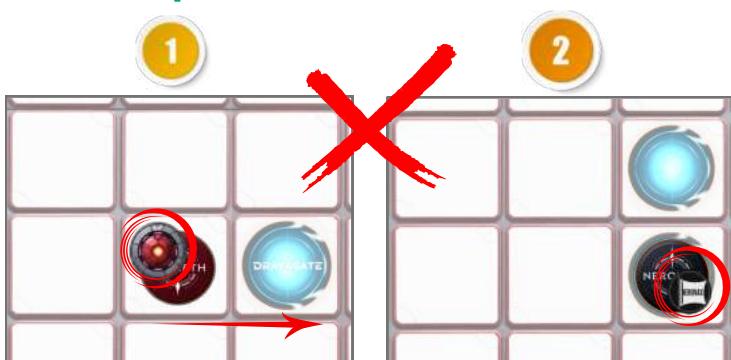


1



2

In this scenario, you are currently inside the stronghold and wish to discard this Flag, for example, so another one of your pieces can pick it up. Perhaps you don't want to leave the stronghold because another of your pieces is about to send you something, and you need to get rid of the Flag you're carrying. Simply choose an adjacent square outside your current range, if you don't have a piece there, and leave the Flag in that square.



1

2

You are now at the Main Gate, and your other piece is settled on one of the gate's landing squares on the other side, but it's carrying something. Simply put, you cannot send it anything until it discards what it's carrying.

### Fifth Rule

Simply put, you cannot send a weapon or Flag to one of your pieces standing on a gate's landing square if it's already carrying something. This means if one of your pieces is in a gate's landing square holding a Flag or a weapon, and you are at the Main Gate holding a Flag or weapon and wish to send it to that piece inside the stronghold, you won't be able to send it until that piece discards what it's carrying, whether it's a Flag or a weapon.

## What Happens If You Want to Send a Flag to a Landing Zone via the Main Gate, but There's No Piece in Those Squares?

Will the Flag remain stuck?

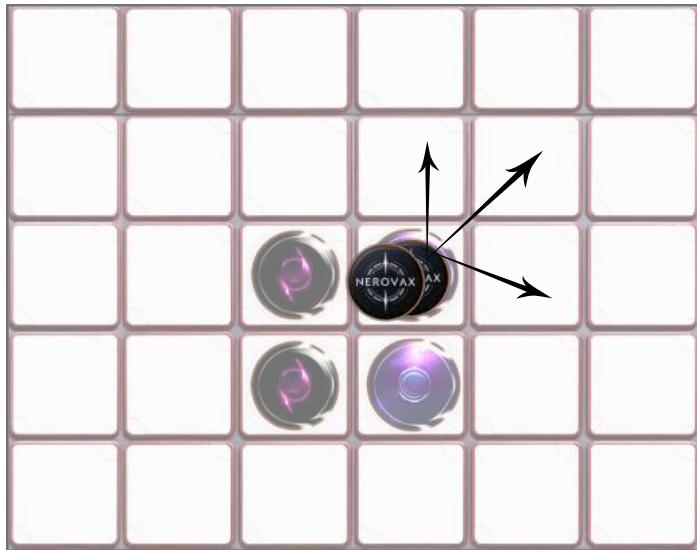
Of course not! Simply put, the first piece—whether yours or your opponent's—that uses that gate and chooses to land on the square where the Flag is located will easily acquire it. But remember: no piece outside these squares can take the Flag except by going to the Main Gate and transporting.

These gates simply transport you, but on the other side, you cannot receive anything or perform any operation unless you send something you're carrying to one of your pieces (and it meets the sending conditions) or eliminate an enemy. Once you leave these points, you cannot return to them except via the Main Gate.

Additionally, you cannot move to the other landing square after settling in one of the two squares upon your transport.

This design prevents repeated manipulation or permanent entrenchment in the landing points.

**What happens if you enter a gate using Merging Technology and, in a later turn, wish to unmerge while inside the gate's landing squares?**



1



2

**You've now entered the Temporal Gate in a merged state, and your piece has landed on one of the two designated squares for that gate. In a subsequent turn, you decide to unmerge while still inside the area. What will simply happen is this:**

**You are allowed to unmerge, but not within the landing zone itself, rather outside of it. This process counts as a full move (i.e., your turn). In other words, you can complete the unmerging process, provided one of the two pieces lands in an adjacent square outside the landing zones.**

**This is because the law of Temporal Gates and landing zones states that pieces only exit outwards from the area, and can only re-enter via the Main Gate.**

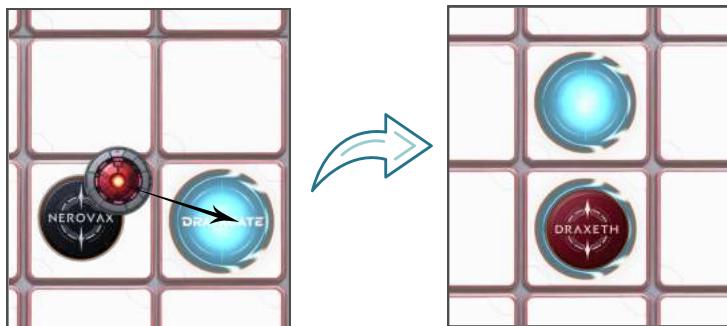
**In brief: Entry is possible via the gate, but movement within its zone is not allowed, and exiting is only permitted outwards.**

# Elimination Rule

- If an opponent's piece is on an adjacent square to yours, for example, and it's now your turn, you can simply jump to that square and eliminate your opponent's piece. You then return their piece to its original location in their five squares (home base) and acquire whatever they possessed, whether it was a Flag or a weapon.



- You can use weapons in the game according to specific rules based on each weapon's range and effect.
- For example, you can pick up a Bomb from its location and use it against an opponent within its allowed range and according to its specific conditions. After use, the weapon automatically returns to its storage, and the opponent's piece returns to its original spot in their starting area (home base).



- Note:**

If your opponent is carrying a Flag or a weapon and you eliminate them with a weapon through a Temporal Gate, the Flag returns to its original position, and the weapon also returns to its original location. This is one of only a few cases where the Flag returns to its original position. However, if you eliminate them with your piece, you acquire whatever they possess, whether it's a Flag or a weapon.

- You can eliminate your opponent using Temporal Gates by standing at or next to a gate, then jumping to the other side. Your opponent must be on one of the two squares representing that same gate for you to choose to eliminate them.
- You can also approach a gate, carry a weapon, and then, on your turn, decide to throw the weapon towards your opponent, provided they are standing on one of the two squares on the other side representing that same gate.

- You cannot eliminate your opponent in restricted areas, which are those marked on the map.**



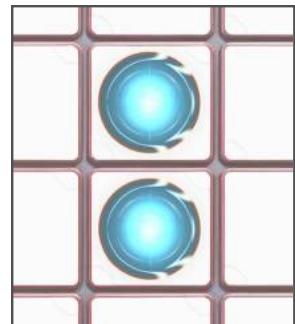
- Storage Square or Flag Location



- Weapon Storage Area



- Landing or Playing Zones



- Temporal Gate Landing Zones

You can launch an attack on an opponent while you're in the gate's exit squares. If your opponent is on any regular square of the board and you are concealed within one of the gate's squares, you can jump to them and attack if they are in an adjacent square. You can also use one of the available weapons to carry out the attack, according to the game's rules.



- You can eliminate him with a Bomb.



- You can jump to eliminate him in the next turn, but he cannot eliminate you.



### Fixed Rule

Every player must move. Just because I can't eliminate you in your home zone or your piece's landing point doesn't mean you can ignore your turn!

You must play and move.



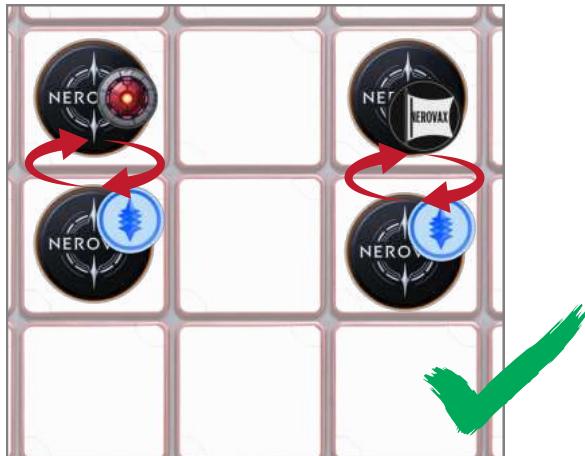
- Fixed Rule

If you possess a weapon—whether acquired from an opponent, exchanged with one of your own pieces, or any other weapon—and you decide to discard it, you can throw it without using it. However, this will count as a move. When thrown, you cannot simply drop it in an adjacent square; it will return directly to the storage.

# Exchanging and Sending Weapons/Flags Within Your Team

It's a rule that allows you to perform exchanges between your pieces. For example, you can swap weapons between two of your pieces, exchange a Flag, or even send a weapon or Flag to a nearby piece you control.

You can exchange items between your pieces, or send a weapon or Flag to another piece, but there are certain conditions.

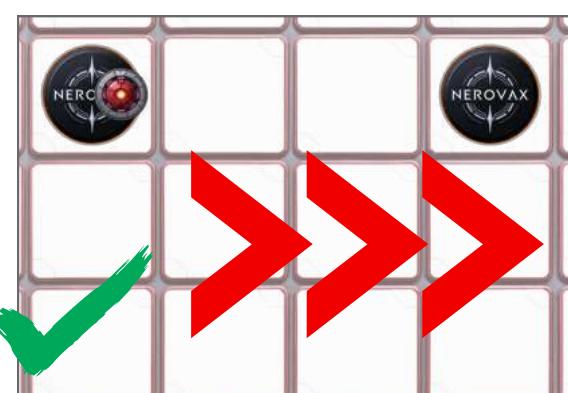


1. You can exchange or send a weapon or Flag you possess to another piece one square away, but this counts as a move, meaning it uses up your turn.

2 - If the distance between your piece and the other piece is two squares, and the piece is located on the third square, you can choose to exchange or send.



You can easily perform the exchange, as there are no obstacles. The empty space represents two squares, while the piece is located on the third square.



There are no barriers, and you have the opportunity to send a weapon or Flag.

Note:

When sending, if you wish to send a Flag or weapon, the receiving piece must be empty and not carrying anything on its head. Additionally, it must, of course, be in an unfrozen state.

### 3 - Transport via Temporal Gate

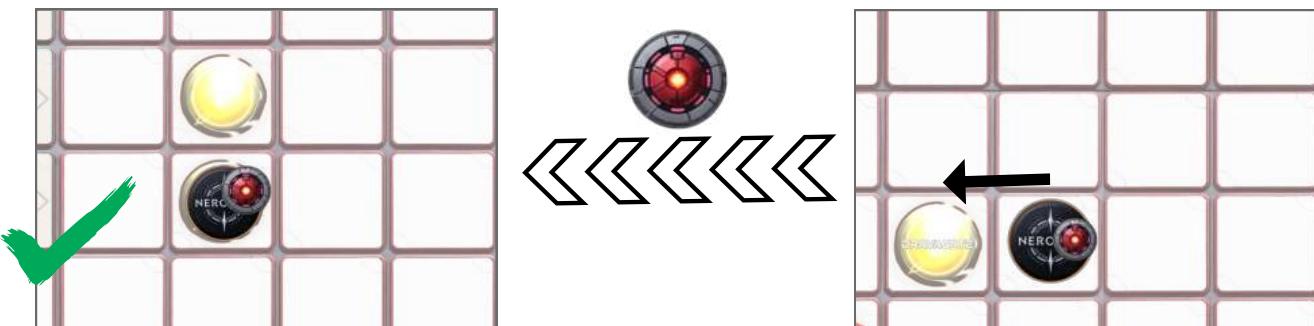
You can send a weapon or Flag to another one of your pieces via a Temporal Gate, provided that the receiving piece is not carrying anything, is positioned on one of the two exit squares of the corresponding Temporal Gate, and is not in a frozen state.

Note:

Temporal Gates send, but do not exchange.

Note:

The sending piece must be close to the gate, meaning within its surrounding square.

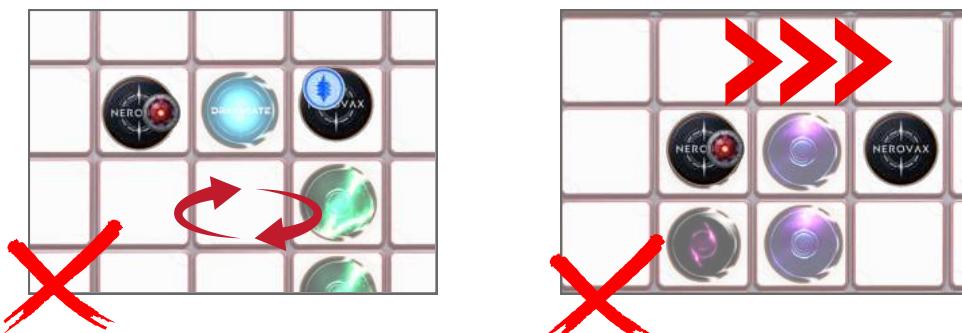


4- Both pieces must be on a horizontal or vertical line, not diagonally.



You cannot perform an exchange or send operation across diagonal lines (corners).

5 - You cannot complete any send or exchange operation if any Main or Sub-Temporal Gate (the two-square landing zones from the Temporal Gates) separates your pieces.



You cannot perform an exchange or send operation if a Temporal Gate or a Temporal Gate landing zone separates your pieces.

Remember: The exchange or send action counts as a move, using up your turn.

# Weapons

- Every weapon in the game comes in two different forms, but their effect is the same. The reason for this is that when a weapon is used up or returns to its zone, it goes back to its designated location instead of a random spot, which necessitates having two forms for each weapon.
- You can use any weapon you reach first, as long as it's available. There are no specific weapons assigned to you or your opponent. All weapons are available to you, and you can easily acquire 5 weapons if you manage to do so. There's also no limit to how many times you can use weapons; as long as they are in your inventory, you can simply acquire and use them multiple times.

## "Zagmora" – The Bomb Weapon



- The First and Second Form

### "Zagmora" – The Bomb Weapon

A compound word derived from fictional linguistic roots:

"Zag" symbolizes disruption and a sudden explosion. "Mora" signifies mass destruction or the end.

## "Elvindra" – The Freezing Weapon"



- "Elvindra" – The Freezing Weapon
- "Elv" suggests lightness and magic (from elven allusions). "ndra" is derived from roots meaning stillness or complete immobility.

- The First and Second Form

- Note:

This weapon has two identical sides, which I'll explain in the "Weapon Explanations" section.



- The Other Side of the Piece

## "Arxval" – The Rapid Transport Weapon



### "Arxval" – The Rapid Transport Weapon

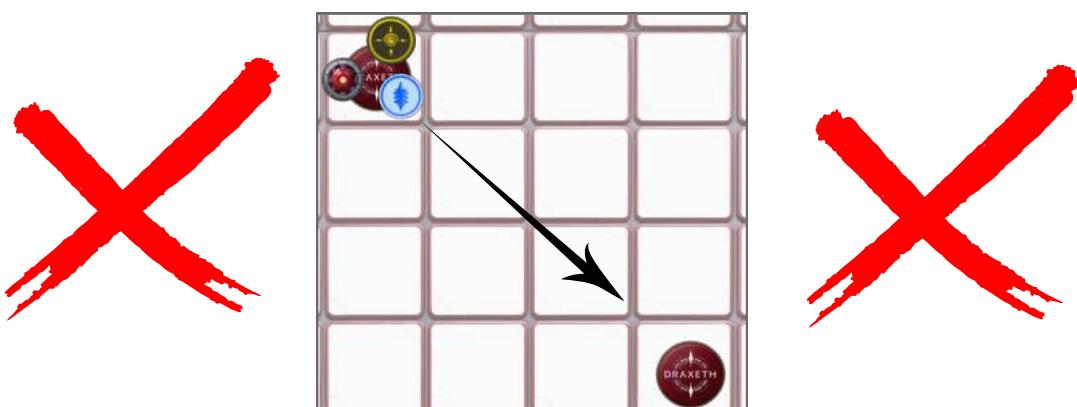
A name that carries a blend of words:

"Arx" symbolizes an arch or jumping across dimensions. "val" signifies a rapid descent or a sudden drop.

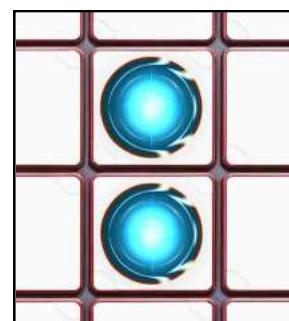
- The First and Second Form

# Weapon Rules

- As I mentioned at the beginning, the board contains three types of weapons, and each weapon has a counterpart that differs only in color. The reason for this distinction is that when a weapon's effect ends or it's used, it must return to its specific location. If the weapons were identical, errors in distribution and discrepancies in weapon locations would occur. Therefore, there are different weapon colors. As I stated, you can acquire any weapon you desire as long as it's available in the weapon storage.
- A fundamental rule is that you cannot use any weapon against your own pieces, and you are not permitted to eliminate your own pieces in any way.

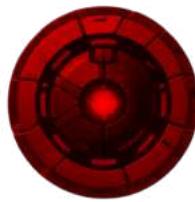


- Fixed Rule
- You cannot use any weapon in the restricted areas of the board.



- Only through the Main Gate.

# "Zagmora" - The Bomb Weapon



You can use the weapon in any direction you wish, but under specific conditions.

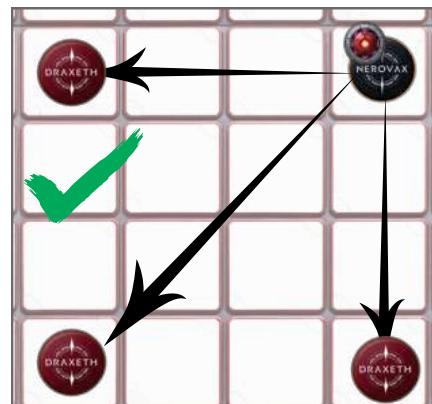
The weapon is a Bomb that allows you to eliminate your opponent.

## • First and Second Form

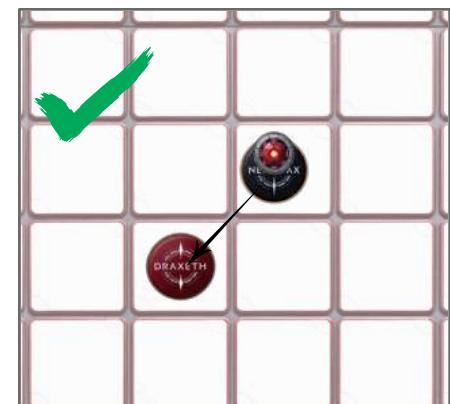
### Note:

You can target your opponent if they are standing one, two, or three squares away, meaning they are located on the third square (from your position).

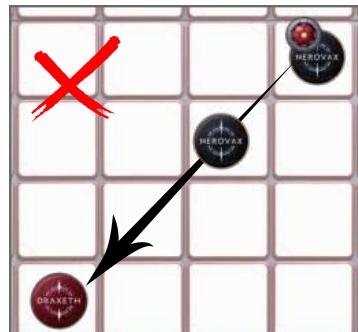
2 - If the distance between you and your opponent is two squares or less, and they are standing on the third square (horizontally, vertically, or diagonally), and there are no restricted areas or any of your pieces separating you, you can eliminate your opponent.



1. If your opponent's piece is in an adjacent square to yours, you can use it normally.



You cannot eliminate your opponent here because one of your own pieces obstructs the elimination process.

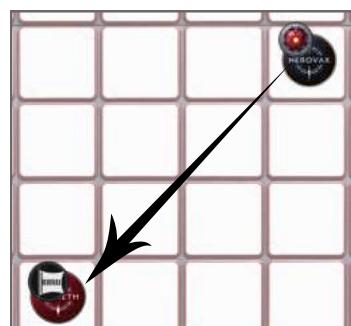


You cannot eliminate your opponent because a barrier, the weapon storage, separates you.

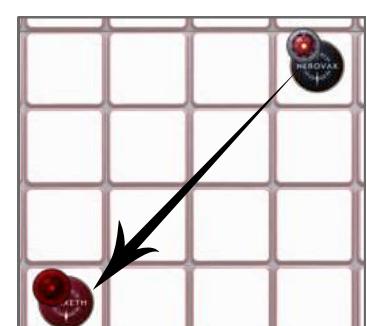


## • Fixed Rule

- If your opponent is carrying a weapon and you eliminate them using a Bomb, you cannot take their weapon; instead, it returns to storage. If they are carrying a Flag, it also returns to its original position. This is one of the situations where the Flag returns to its original location on the board.



- Here, the Flag returns to its original position.



- Here, the weapon returns to its location.

**Essential and Important Rule:**

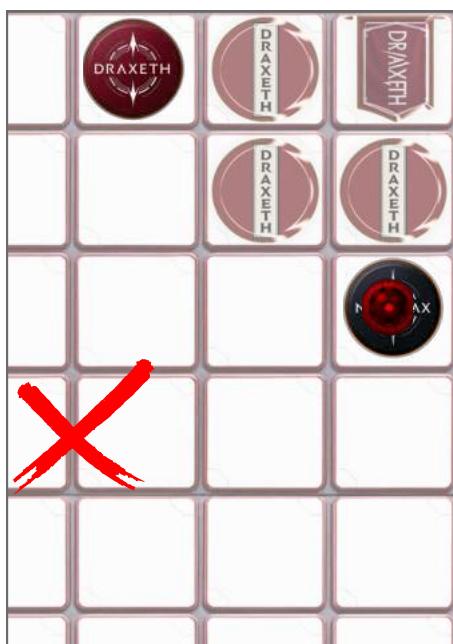
**You cannot launch a Bomb from atop the Main or Sub-Temporal Gates, nor from the player landing zones, or the Flag zone.**



**You cannot eliminate your opponent because the player landing zone separates you.**



**You cannot eliminate the Red player because a Sub-Temporal Gate (the gate landing zones) separates you.**



**You cannot eliminate your opponent because the Flag square zone separates you.**



**You cannot eliminate the Red player because a Main Temporal Gate separates you.**

# "Elvindra" – The Freezing Weapon



- Before Activation

- After Activation



This weapon works by freezing your opponent, temporarily stopping them from moving in any direction. This weapon has two sides: one before activation and one after activation.

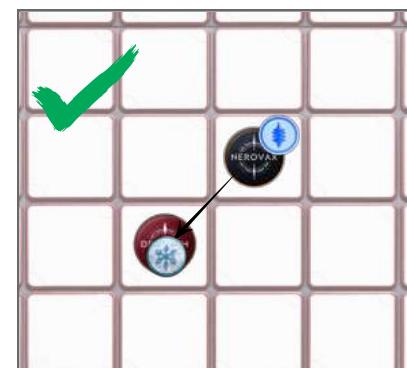
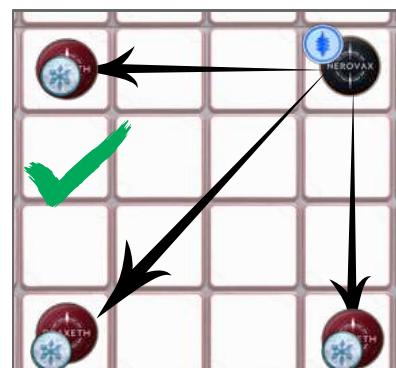
## Note:

Both weapon pieces have the same other side, which is the activation face. The piece is flipped onto the player who had the weapon used on them to appear on the board, showing both players that this player has been frozen.

The ways to use this weapon are similar to how the Bomb weapon is used.

2 - If the distance between you and your opponent is two squares or less, and they are standing on the third square (horizontally, vertically, or diagonally), and there are no restricted areas or any of your pieces separating you, you can freeze your opponent.

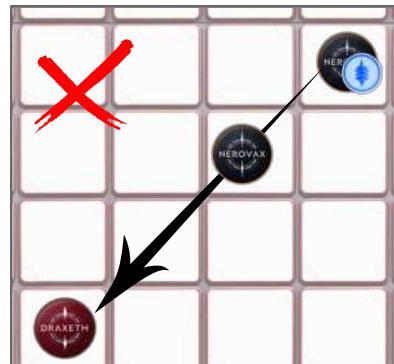
1. If your opponent's piece is in an adjacent square to yours, you can use it normally.



## Note:

You can target your opponent if they are one, two, or three squares away, meaning they must be standing on the third square from your position.

You cannot freeze your opponent here because one of your own pieces obstructs the freezing process.



You cannot freeze your opponent because the weapon storage obstructs your path.



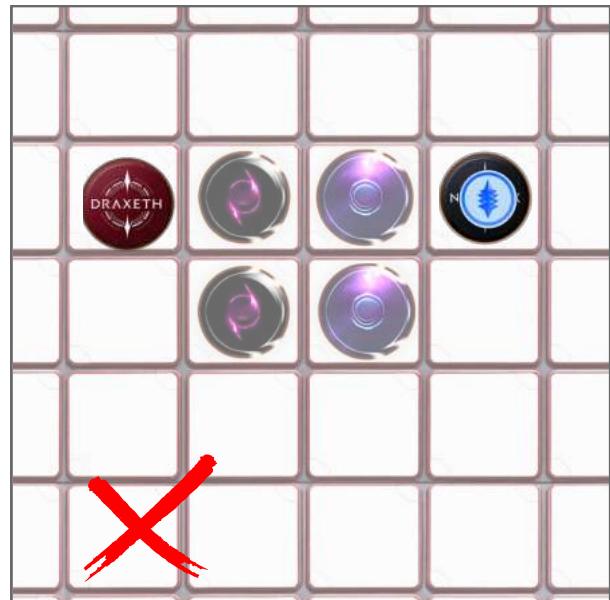
## • Fixed Rule

If your opponent is carrying a weapon or Flag and you freeze them, whatever they possessed will automatically return to its original place on the board. They will remain only with the other side of the Freezing Weapon on their piece.

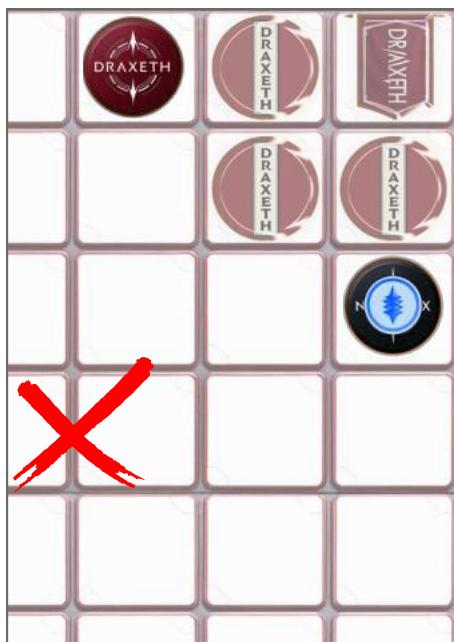
**You cannot freeze your opponent at the Main or Sub-Temporal Gates, in player landing zones, or in the Flag zone.**



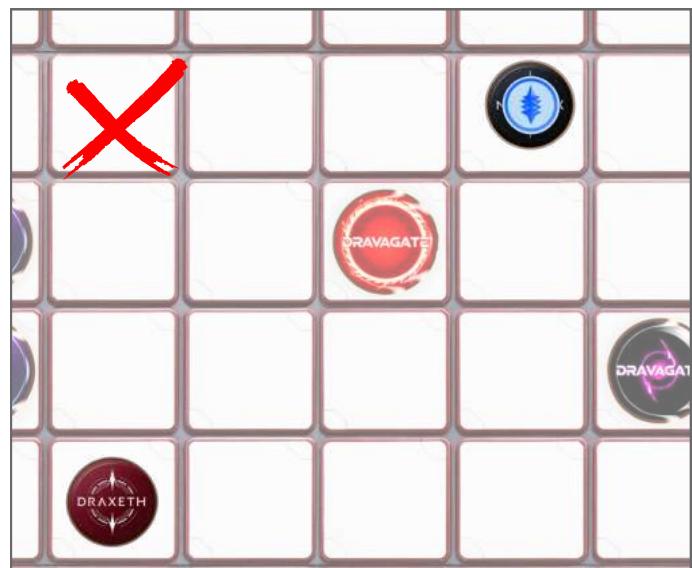
**You cannot freeze your opponent because the player landing zone separates you.**



**You cannot freeze the Red player because a Sub-Temporal Gate (the gate landing zones) separates you.**



**You cannot freeze your opponent because the Flag square zone separates you.**



**You cannot freeze the Red player because a Main Temporal Gate separates you.**

## What Happens in Frozen States?

If you're frozen in a weapon acquisition zone (weapon storage) and a weapon is headed towards you, what happens?

- If you're frozen in a Flag acquisition zone (the three squares surrounding the Flag) and a Flag is headed towards you, what happens?

Simply put, you cannot carry the weapon because you are frozen, and there's a game rule that allows you to carry only one item on your piece.



Simply put, you cannot acquire the Flag because you are frozen, and there's a fixed rule in the game that states you cannot carry more than one item on your piece.



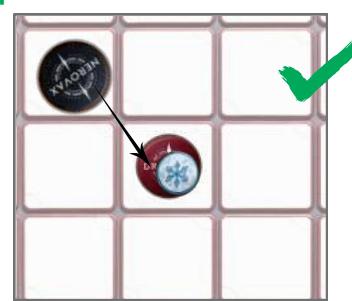
## • Ways to Break Free from Freezing

### • There are only three ways to free a frozen piece.

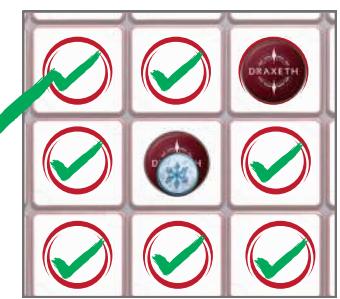
- The final scenario is that if any piece—whether yours or your opponent's—passes over the frozen piece using the Rapid Transport Weapon or Merging Technology, that piece becomes unfrozen.



- Eliminating the Frozen Piece: In short, your opponent froze one of your pieces, then in another turn, eliminated it. In this case, the piece becomes unfrozen.



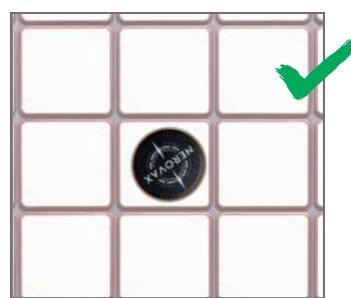
- Stand with another one of your pieces directly next to the frozen piece, in any direction.



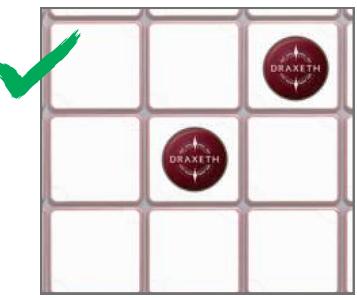
- When any piece, whether yours or your opponent's, passes over you vertically or horizontally using the Rapid Transport Weapon or Merging Technology, the Freezing Weapon's effect vanishes, meaning the frozen piece will not be eliminated.



- When Your Opponent Eliminates You



- As soon as you stand on any of those squares, you've freed the piece. In the same turn or move, while you are in those squares, take the Freezing Weapon and return it to storage.



## Fixed Rule Regarding the Freezing Weapon

There's a clear and consistent principle for using the Freezing Weapon in the game:

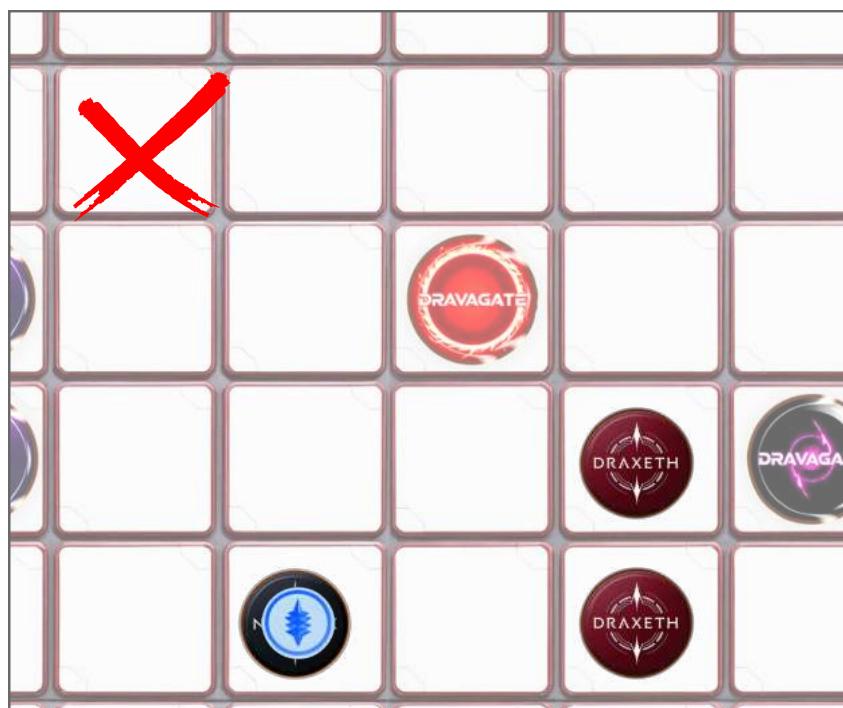
You cannot freeze an opponent's piece if it's standing next to a friendly piece (i.e., another piece belonging to the same player). The reason is simple: The presence of a friendly piece next to the targeted piece is considered as if it has already been freed, because the conditions for unfreezing are already met.

### ◆ Example:

If two of your opponent's pieces are standing next to each other within the same square vicinity, you cannot freeze one of them using the Freezing Weapon, because the presence of the other piece automatically negates the weapon's effect.

### ◆ The Rule:

Any piece cannot be frozen if an unfreezing element is adjacent to it before the attack is executed.



The Black player cannot freeze the Red piece because an adjacent piece unfreezes it, meaning the weapon cannot be used in the first place.

## Arxval" – The Rapid Transport Weapon"



It's a rapid move that allows you to transport up to five squares or less in a single step.

### Movement Rules

**Rule 1:** You cannot move in intervals; for example, you can't move 2 squares then 3. Instead, you must move the full distance in one single action, meaning you need to define your path when using the feature or weapon.

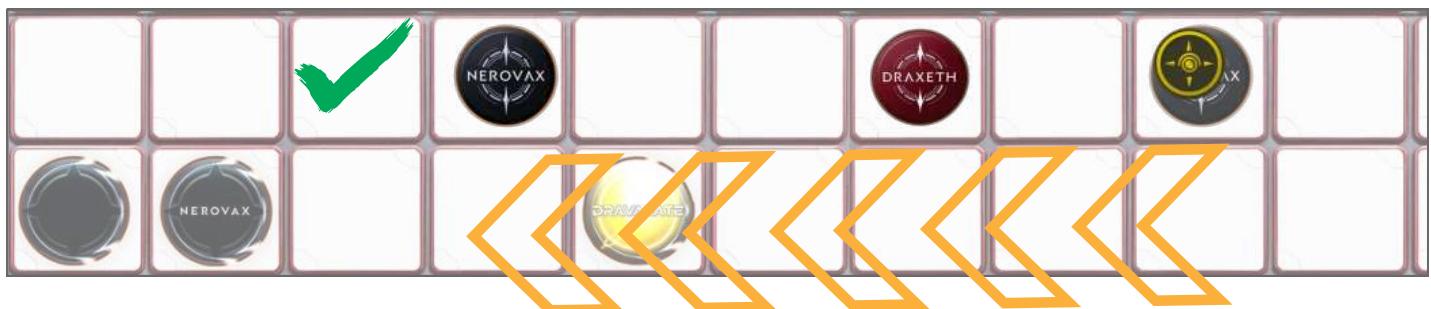
**Rule 2:** You can only use this weapon in horizontal or vertical directions (parallel to length or width). You are not allowed to use it diagonally (at angles).

## How to Use the Weapon

This weapon is unique because it boasts several features.

You can use it even if your own or your opponent's pieces are in the middle of your path.

1 - You can move quickly and shorten your path across the board.



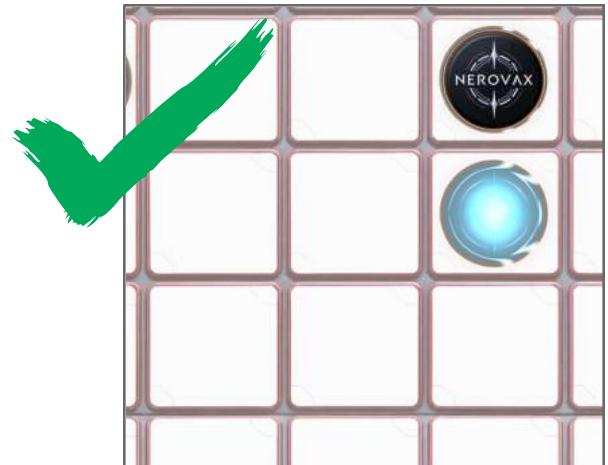
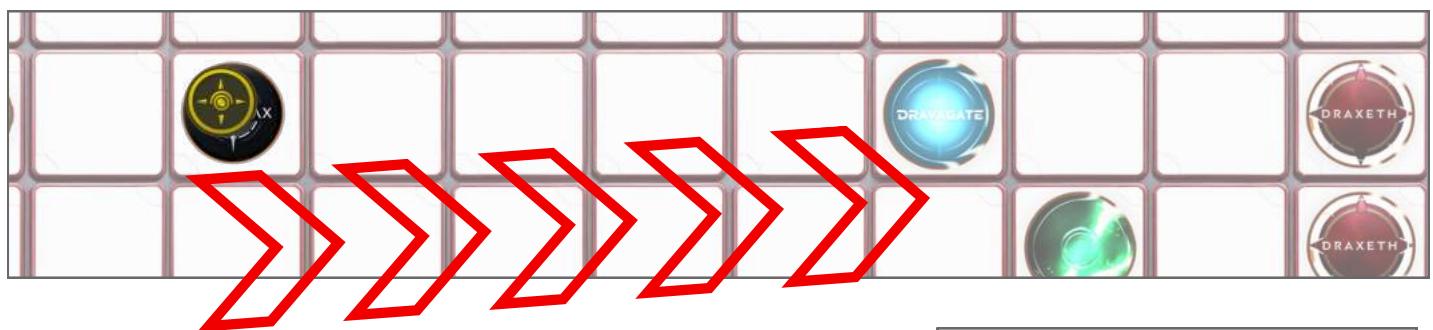
You can choose to eliminate your opponent if they are within the allowed five squares.

You can eliminate with it even if your own or your opponent's pieces are in the middle of your path.



### 3 - You can jump to any Temporal Gate.

You can jump to any Temporal Gate, then land on its other side. This action counts as two moves.



### 4 - You can free a frozen piece of your own.

You can free a frozen piece, whether yours or your opponent's, by passing over it.

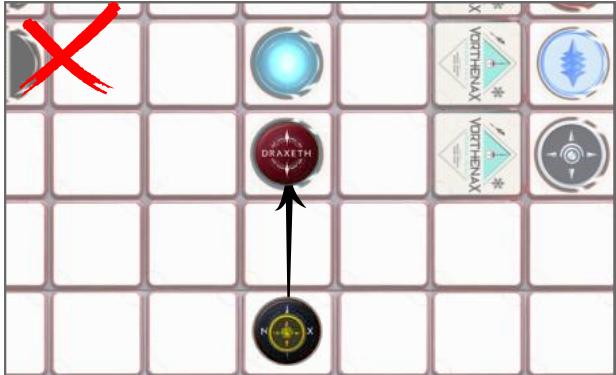


The only weapon that can pass over Main and Sub-Temporal Gates.



# What's Restricted When Using This Weapon

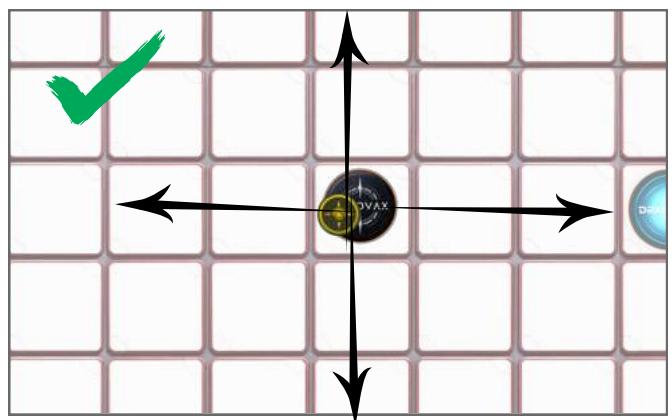
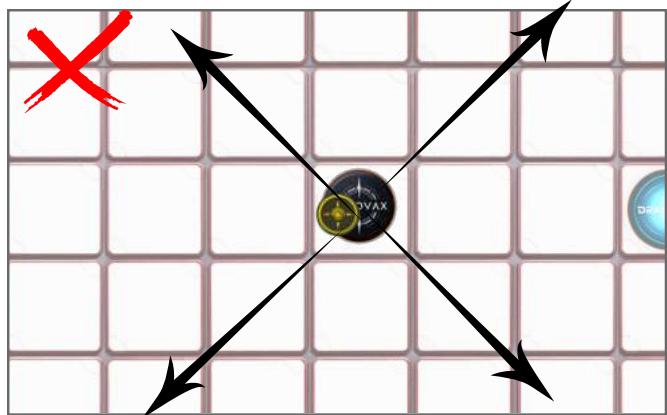
You cannot eliminate a person inside a stronghold; you can only pass over them or stand next to them.



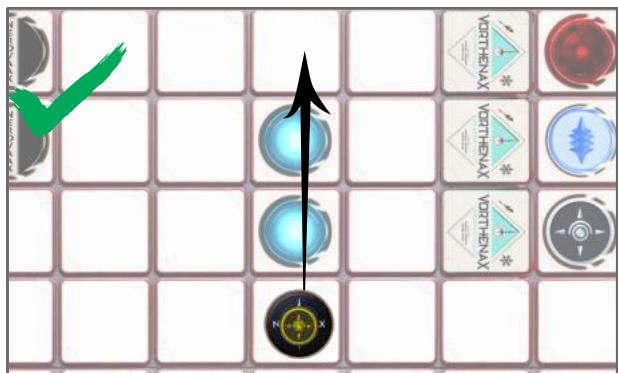
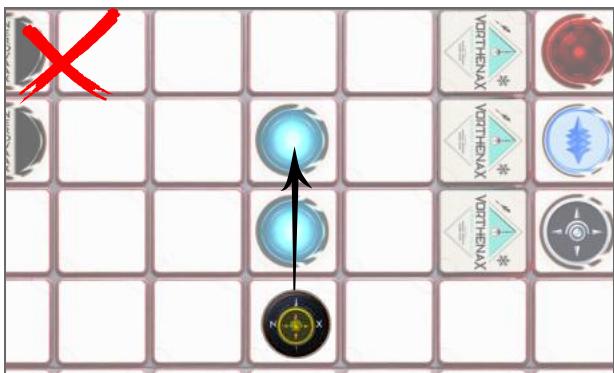
You cannot pass in front of the Weapon Storage because it's a restricted area on the board. The same applies to the Flag square and the area designated for players' pieces, as per the fixed rules.



You can only use the weapon for movement on the board in horizontal or vertical directions.



You cannot land on one of the Temporal Gate's landing squares except through the Main Gate only. However, you can, of course, jump over them.



**A special chapter containing a set of important rules.**

## **Possible Events on the Board**

**In this section, I'll present some events  
that might occur on the board during  
battle, where you might not immediately  
know the appropriate course of action.**

# **Special Case: Your Pieces in the Opponent's Flag Zone, and the Flag Suddenly Returns**

**Special Case: Your Pieces in the Opponent's Flag Zone, and the Flag Suddenly Returns**

**Imagine the following scenario:**

**You have three of your pieces standing within your opponent's Flag Zone (their base area). At the same time, your opponent's Flag is not currently there. On the other side of the board, a piece is carrying the opponent's Flag. During the turn, an elimination occurs under specific conditions that causes the Flag to automatically return to its original location (the opponent's base).**

**The Result:**

**In this case, you are immediately declared the winner. The reason is: When your opponent's Flag returns to its original location, and that location is surrounded by three of your pieces at that exact moment, you fulfill the condition for complete control over the enemy's base—thereby achieving victory.**

**Tactical Note:**

**This scenario is considered an advanced strategy, requiring precise coordination between offense, positioning, and exploiting the timing of the Flag's return.**

# **Is It Possible to Have No Available Move?**

## **Is It Possible to Have No Available Move?**

**Is it conceivable, after all those calculations and positioning, that you reach a moment where you can't find any possible move? Can you truly end up in a closed corner... with no way out?**

**Of course not.**

**This isn't a chessboard. There's no room here for draws or stalemates.**

**In the world of Dravakron:**

- The board is larger.**
- The possibilities are wider.**
- And the pieces are fewer.**

**Nevertheless, everything in it is meticulously designed to guarantee one thing: there's always a move. Even if it seems invisible, or is hidden behind a trick, or is waiting for you to create it.**

**For in Dravakron:**

- Opportunities aren't given... they're made.**
- And every square on the board isn't just space, but a possibility—for a trap, for an escape, for a reversal of fortune.**

**Here, silence isn't stagnation, but an ambush. And retreat isn't defeat, but preparation for a more brutal attack. And evasion, isn't weakness.**

**Is there a slight possibility of a draw? Is there a loophole in the game related to Temporal Gates?**

Let's say the Red player decides to use both Flags—or just their own—and throw them into one of the landing points (the other side of the Temporal Gate) so it's close to where pieces drop. In other words: every time they lose a piece, they're closer to reaching and defending that gate.

Imagine they decide to gather all five of their pieces in that area, forming a tight guard around the Temporal Gate, preventing any of the Black player's pieces from approaching. As time goes on, they eliminate every approaching Black piece, one by one.

The question here is: Can this scenario actually happen? In Dravakron, if the Black player cannot:

- Capture their opponent's Flag and move it to their own location,
- Or eliminate all of their opponent's pieces,
- Or even besiege the Flag Zone while the Flag is present... ...they won't achieve victory.

So, is their only solution to win by time?

That might seem logical, but I must clarify: Even though this scenario was one of the ideas I considered extensively, it doesn't work.

Why? Simply because the board's design, the calculated dimensions between the Temporal Gates, and their harmonious distribution don't allow for this kind of monopolization. And for this very reason, each player only has five pieces.

Even if all pieces were concentrated around the gate, they wouldn't be enough to cover the entire area. Especially with weapons like the Rapid Transport, which allows you to jump 5 squares at once. Consequently, the player won't be able to envelop or protect that entire area with only five pieces.

# Temporal Gate Rule Exception

## Temporal Zone Landing Area Rule

Doesn't the rule for Temporal Zone landing areas state that nothing can enter those squares except through the Main Gate?

That's correct.

However, conversely, you can send items from the inside to the outside—such as a Flag, a weapon, or even perform an unmerge—while you are within that area.

But introducing anything from the outside to the inside is absolutely not allowed, except only through the Main Gate.

### Special Exception: Freezing Weapon

Here, a unique exception emerges regarding the Freezing Weapon rule.

What if your opponent freezes one of your pieces inside one of the landing area squares?

How is that even possible?

Simply, your opponent must:

- Be standing at the Main Gate,
- Possess the Freezing Weapon,
- Throw the weapon towards you during their turn,
- And target one of the two landing squares you are on within the temporal area.

At that point, your piece is frozen, while it's still inside the landing square.

Can you free this frozen piece?

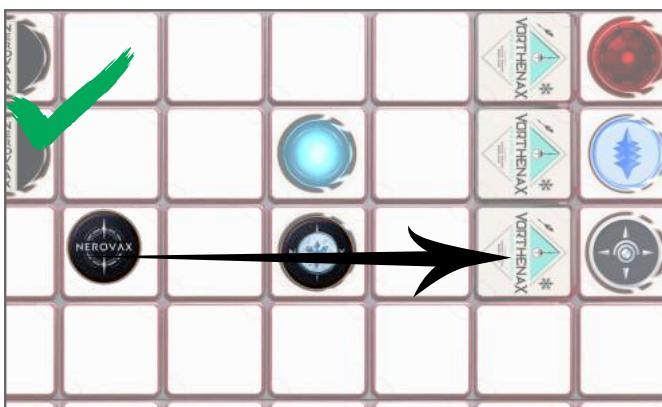
Yes, and you can do so without breaking any rules. The rule prevents you from introducing new items from the outside, but it doesn't prevent you from interacting with what's already inside the squares.

How is it freed?

If you stand next to the frozen piece—from outside the landing area—you can simply use the unfreezing move to release it.

This is possible because:

- With the Rapid Transport Weapon, you are allowed to pass over those areas, but not to stop on them.
- Therefore, you can simply pass by the piece and interact with it, thereby freeing it according to the rules, without any violation.



## Frozen State and Acquiring a Weapon or Flag

Imagine this situation:

You have a frozen piece on a weapon acquisition square, and a weapon is present there, but it cannot acquire it because it's under the effect of freezing. At the same time, another one of your pieces has reached a different weapon acquisition square next to you.

So, what happens?

Quite simply, in this turn, two operations will occur in sequence:

1. The frozen piece is unfrozen.
2. Both pieces acquire the available weapons, as the conditions are now met (a piece is on an acquisition square and a weapon is available).

And what about the Flag?

If the Flag is present on an acquisition square, and you have a frozen piece there, then you move another one of your pieces onto one of the Flag acquisition squares:

1. The frozen piece is unfrozen.
2. The Flag is acquired.

Important Note:

In the case of a Flag, the piece that performed the unfreezing (i.e., the new piece) is the one that acquires the Flag, not the piece that was frozen.

# Taking the Rapid Transport Weapon Again with the Same Piece?

## A Recurring Scenario... But a Fun One!

Imagine this situation: You already possess the Rapid Transport Weapon. On your turn, you decide to use this weapon according to its rules, jumping 5 squares (or any number you choose within the allowed range). And the surprise? You land exactly on the weapon storage square from which the Rapid Transport Weapon is taken! But... the weapon isn't in storage, because you already have it.

What happens now?

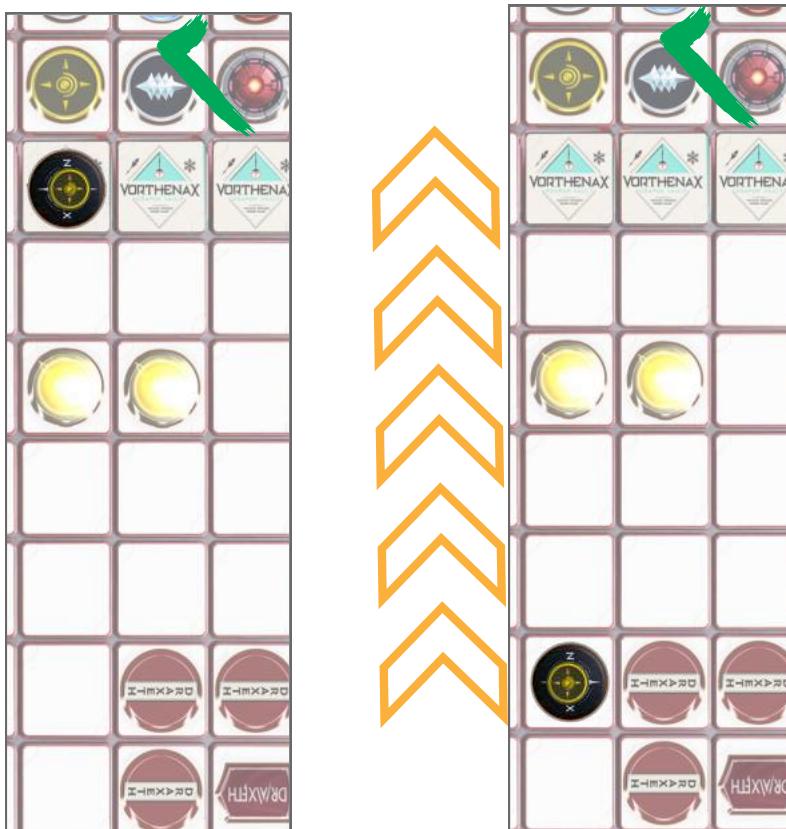
Simply: You'll take the weapon again! Yes, this doesn't violate any rule. In the game's laws, you're allowed to possess any weapon, as long as you don't break board rules or specific interference conditions.

What's even better in this scenario is that the Rapid Transport Weapon—according to its properties—automatically returns to storage immediately after being used. And since you land at the storage spot at the end of your transport, when the weapon returns to its place, it finds you standing on it... Consequently, you immediately re-acquire it!

The Result?

- You renew your possession of the same weapon.
- Or it can be considered an "instant reload" for it.

All of this happens within the rules, with no violation or manipulation.



**What happens if you acquire a weapon but don't move, and then your opponent comes next to you, acquires a weapon, and you eliminate them?**

**What happens if you acquire a weapon but don't move, and then your opponent comes next to you, acquires a weapon, and you eliminate them?**

Imagine this scenario, because it will actually happen:

You are now in your position and possess the Bomb weapon. Your turn ends, and it's your opponent's turn. Your opponent advances and takes the Freezing Weapon. Now it's your turn again. You use the Bomb weapon and eliminate your opponent.

So, what happens next?

Simply:

- Your opponent's piece returns to their home base (the piece drop-off location).
- The Freezing Weapon they had returns to storage.
- And you re-acquire the Bomb weapon.

Everything happens simply and clearly.

**Then it was the Red player's turn, so they advanced and acquired the Mobility or Rapid Transport weapon.**



**It was the Black player's turn, so they advanced and acquired the Bomb weapon.**



**What will simply happen is that the Red player will be eliminated and return to their position in the starting area or home base. The weapon they possessed will return to storage, while you will acquire the Bomb weapon again because you eliminated your opponent while standing in the Bomb weapon acquisition spot. Consequently, the weapon will return to storage, then immediately return to you since you are already on that weapon's acquisition square.**

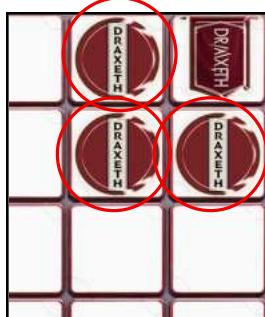


**Then it was the Black player's turn, and they chose to eliminate the Red player.**



## Special Rules for Throwing the Weapon or Flag, Sending, and Exchanging

(This rule has been placed at the end so you have a complete understanding of everything that precedes it, and you first grasp the mechanics of acquiring, sending, and throwing before learning about their specific restrictions.)



You cannot make an exchange here either, because one of your own pieces is inside the weapon acquisition squares.



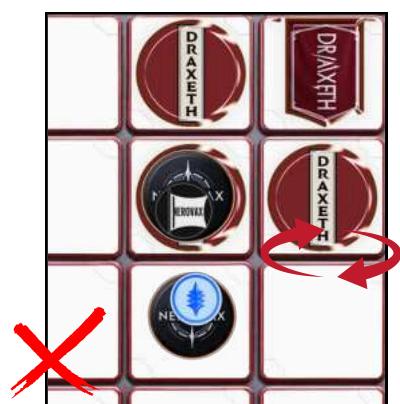
You cannot exchange weapons with your piece here for the same reason.



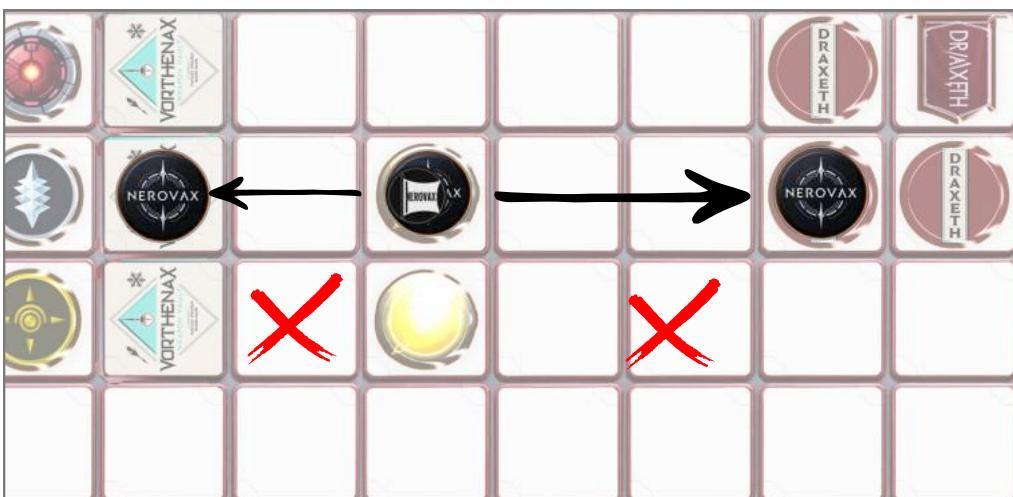
You cannot throw the weapon here because you are inside the weapon acquisition zone (even if it would return to storage).



The same applies to the Flag.



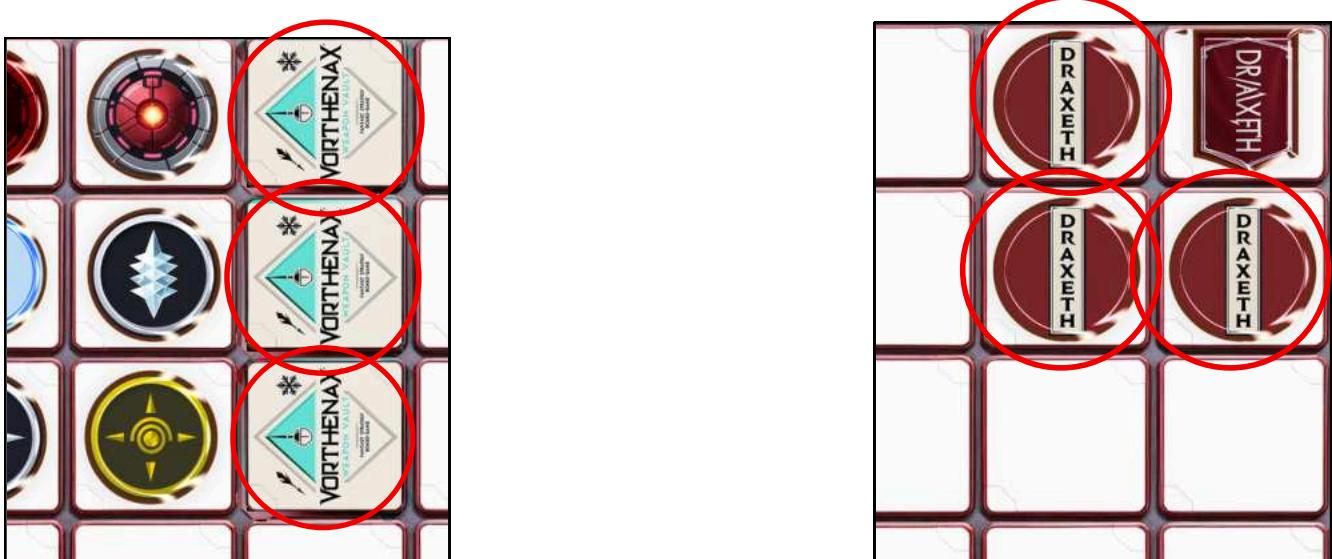
**Example: Here, you cannot even send the Flag while you are inside a Temporal Gate's landing point because the piece you would send it to is positioned in a restricted area for sending or receiving.**



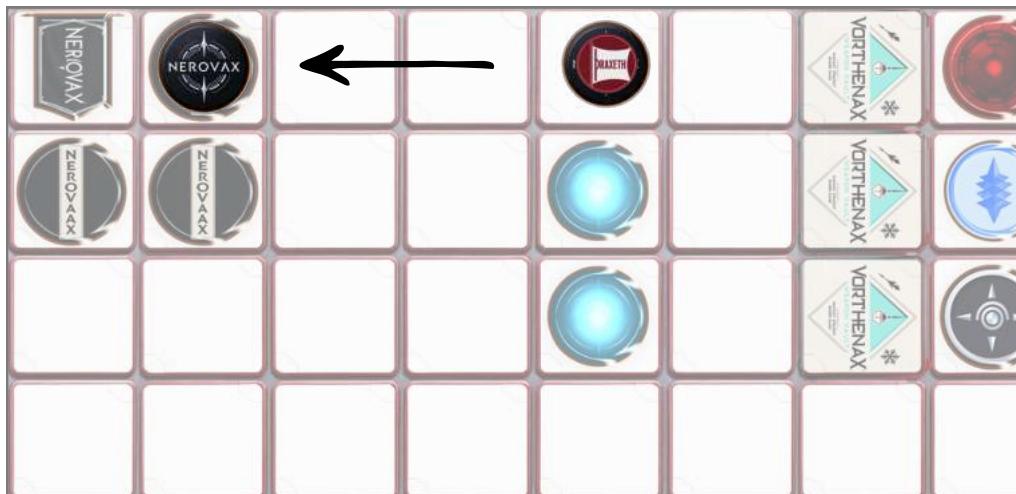
Despite a rule allowing you to send or throw anything to your pieces while standing within the two exit squares of a Temporal Gate, in this specific case only, you cannot send anything, because your pieces are positioned in a square where sending or exchanging is restricted.

### Regarding Discarding the Flag

As for throwing the Flag, you cannot discard or throw it into any of the squares I've mentioned. Simply put, you cannot place the Flag on weapon acquisition squares or leave it on Flag acquisition squares.



## "Victory Exception" - Because it's used only to end the match.



 **Golden Victory Rule: Sending the Flag to End the Match**  
Remember this rule well, as you'll need it in decisive moments!  
You are allowed to send the Flag to one of your pieces located inside one of the Flag acquisition squares, but only if the Flag you are carrying is your opponent's Flag—meaning, it's the Flag required to achieve victory.

### Conditions for Sending to Win:

- You must be within sending range (i.e., standing on the same horizontal or vertical line as the receiving piece).
- There must be no obstacles between you (no pieces or barriers).
- The receiving piece must be inside one of the Flag acquisition squares.

### Important Notes:

- You cannot send the Flag to an empty square - there must be one of your pieces inside.
- This sending action is considered a special exception.

# What happens if you unmerge inside the Weapon Acquisition Zone?

Let's assume you're standing inside a weapon acquisition square, and your piece is in a merged state (i.e., merged with another piece). In this situation, due to the merge, you cannot acquire any weapon even if one is available.

However, on your turn, you decide to unmerge, so you now have two separate pieces, each standing on a weapon acquisition square.

So, what happens?

Simply:

- Each piece will acquire the available weapon on the square it's standing on, if present.
- Everything happens automatically according to the rules, as soon as you unmerge inside the acquisition zone.

Then, on your turn, you decide to unmerge, and you'll simply acquire the available weapons.



You are currently in a merged state, but you cannot acquire the weapon because there is a fundamental and fixed rule in the game stating that you can only carry one item on your piece.



Simply put, this rule states that you can unmerge or end Merging Technology while you are standing on weapon acquisition squares.

# Can I Use Another Merge to Unmerge?

**Can I Unmerge by Performing Another Merge?**

**Is it permissible on my turn to unmerge by immediately performing a new merge at the same moment?**

**Let's consider the following scenario:**

**You have two adjacent pieces, one of which is in a merged state (meaning you effectively have three pieces, but two are merged). On your turn, you decide to unmerge, but instead of doing so separately, you immediately merge one of the two unmerged parts with another adjacent piece you control. This move might seem tactically unhelpful, but it is both possible and legal.**

**What happens in this situation?**

**Simply:**

- **You are permitted to perform this move, as you aren't violating any rules.**
- **It's considered as if you moved the piece from one piece's "head" to the head of another adjacent piece you control.**

**While this step may not be practically useful, it is entirely legal within the game's mechanics.**

## **Priority of Spoils: What Does the Opponent Get When Eliminating You in a Weapon Acquisition Square?**

### **The Rule, Simply Put:**

**If your opponent eliminates you, they always acquire what you were carrying (whether a weapon or a Flag) —not what's in the square you're standing on.**

### **Example:**

**You're standing on a weapon acquisition square, with a different type of weapon on your piece. The weapon in the square is available, but you can't take it because you already possess a weapon. Your opponent comes and eliminates you by jumping onto the same square.**

### **In this situation:**

- Your opponent doesn't take the weapon in the square.**
- Instead, they take the weapon you were carrying, as it's considered their spoil from the elimination.**

### **The same applies to the Flag:**

- If the opponent is carrying a Flag and is standing on a weapon acquisition square, they won't acquire the weapon.**
- If you eliminate them, you'll take the Flag they were carrying, not the weapon in the square.**

# Freezing Weapon Exception with Merged State

## Freezing Weapon Exception with Merged State

Imagine this situation precisely:

You now possess the Freezing Weapon, and your opponent is in a merged state (meaning they are carrying a piece on top of theirs). On your turn, you use the Freezing Weapon on them...

**?** What will happen? **?** Are both pieces frozen together? **?** Can the Freezing Weapon settle on top of a piece that is already carrying another piece?

 To understand the situation, you must remember the rule: "You cannot carry more than one item on your piece."

And your opponent here is already carrying a piece on top of theirs due to the merge. If you were to add the Freezing Weapon, the single piece would then be carrying:

- Another piece (from the merge)
- And the Freezing Weapon

This is not allowed by the rules.

 So, what's the solution in this case?

This is one of the special and rare exceptions in the game. A specific modification to the Freezing Weapon is applied here:

If the Freezing Weapon is used on an opponent in a merged state, the Freezing Weapon automatically transforms into an "Elimination Weapon."

 The Result:

- Both merged pieces are immediately eliminated.
- The Freezing Weapon returns to storage.
- Both pieces return to their starting point (home base).

 Why this exception?

Because a merged state cannot accommodate a third item on top of the piece. Therefore, this situation is considered "illegal" and is dealt with decisively by transforming the freezing tool into an elimination tool.

# ⚠️ Reconfirming a Crucial Game Rule

## ⚠️ Reconfirming a Crucial Game Rule

I mentioned this rule earlier, but it's important to re-emphasize it in a different way, as it's one of the core rules that might cause confusion.

### ✓ Core Rule:

In the game, there are only two methods that allow you to pass over squares:

1. **Merging Technology:** When you're in a merged state, you can only move:

- Horizontally or vertically
- For a distance of two squares only This allows you to pass over squares, including Main Temporal Gates, provided the distance is suitable. ⚠️ If the distance between you and the gate is more than two squares, or if passing requires a diagonal path, you cannot pass.

2. **Rapid Transport Weapon:** This weapon allows you to advance:

- Up to 5 squares
- In a horizontal or vertical line only Through it, you can pass over Temporal Gates, whether Main or Sub-Temporal, without any obstruction.

### ✗ What You Cannot Do:

- You cannot pass over the Flag Zone or the Player Landing Zone, because they are located at the ends of the board, and any attempt to pass through them would require a diagonal path, which is not possible with Merging Technology or the Rapid Transport Weapon.
- There is no other way to allow your pieces to move more than two squares, except for Merging Technology and the Rapid Transport Weapon.

### 🧠 In Summary:

You can pass over Main or Sub-Temporal Gates only when using Merging Technology or the Rapid Transport Weapon, provided the movement is horizontal or vertical, and does not exceed the allowed distance.

# Passing Over Frozen Pieces Rule

**What Happens if Your Piece or Your Opponent's Piece, While in a Merged State, Passes Over a Frozen Piece?**

**When any piece in a merged state passes over a frozen piece, that piece is automatically unfrozen.**

**⚡ What Happens if You Use the Rapid Transport Weapon and Pass Over Two Frozen Pieces?**

**When you use the Rapid Transport Weapon and pass over two frozen pieces, both pieces are automatically unfrozen.**

**✓ Why Does This Happen?**

**Because you've simply activated one of the rules for unfreezing a piece, which is: Passing over a frozen piece leads to its unfreezing, whether the pass is done by a piece in a merged state or by using a special weapon like the Rapid Transport.**

 **Critical Review: When Does the Flag Return to Its Original Position?**  
We've discussed these points before, but due to their importance, we've gathered the three core rules here for your confirmation and review. If you decide to take the Flag from its original position, you must know that it will only return in three specific cases:

 **Case One: Elimination by Weapon or Freezing**

If a piece is carrying the Flag and is eliminated using:

- The Bomb weapon
- Or the Freezing weapon

Then the Flag immediately returns to its original position on the board.

 **Note:**

You cannot throw a Flag onto a square that already contains another thrown Flag. Meaning: if a player throws their Flag onto an empty square, another player is not allowed to throw a second Flag onto the same square. This scenario is absolutely prohibited.

 **Case Two: Elimination by a Piece Already Carrying Something**

If the eliminating piece (which is attacking your opponent's Flag-carrying piece) is carrying something on its head, such as:

- Another Flag
- A weapon
- Or is in a merged state

Then the Flag cannot transfer to it (because it's already occupied), and thus it automatically returns to its original position.

 **Case Three: Passing Over a Thrown Flag**

If a Flag has been thrown onto an empty square, and a piece (either yours or your opponent's) lands on it while carrying something on its head, such as:

- A weapon
- A Flag
- Or is in a merged state

Then the Flag cannot be picked up onto that piece's head, and consequently, it returns to its original position on the board.

 **Rule Summary:**

The Flag only returns to its original position in the three cases mentioned above.

## Rule: No Standing on Your Own Thrown Flag

**The Situation:** You have a piece carrying your own Flag, and you want to return it to its original position to protect it from your opponent. So, you throw the Flag onto an empty square, and then you try to perform a maneuver to stand on that same square with another one of your pieces.

This piece might be:

- Carrying an item (such as Merging Technology, another Flag, or a weapon).

And you attempt to apply a rule that states: "If a piece carrying an item on its head passes over a solitary thrown Flag, the Flag returns to its original position."

 **⚠ But here is the crucial warning: This rule does not apply to your own Flag. You cannot stand or pass over a square containing your own thrown Flag. Merging Technology does not apply here, and any attempt to pass over or stop on it will not count, even if you are carrying something on your head.**

### Why?

This rule was specifically put in place to prevent any loopholes players might exploit, such as:

- Taking their Flag, then leaving it on an empty square, and then using Merging Technology, thinking they can return it unintentionally.

### The Rule is Clear:

You cannot, by any means, return your own thrown Flag in this manner.

**Note:** This rule was implemented to prevent any loopholes in the game, as a player might take their Flag, then leave it on an empty square, and then apply Merging Technology, thinking the rule allows them to stop on that square to return the Flag. But simply put, that method does not work for your own Flag.

## End of Rules

Date: May 28, 2025

This is the game, and this is the end of the rules, through which I've tried to present a complete vision for a unique strategic world.

This game took a lot of my time and effort. Despite all that, I might have forgotten something regarding the rules, or there might be a loophole I haven't noticed yet. But if that happens... there will be a second part where I'll make the necessary improvements and adjustments.

### About the Design Process:

Everything in this game—the idea, the system, the rules, the planning, and the innovation—is entirely my personal design, from start to finish. I only used some modern tools (like AI) for technical assistance, such as:

- Improving linguistic style
- Writing visual scripts
- Modifying some terminology
- And drawing when needed

But the core of the game, its concept, mechanics, and strategic vision—all of it comes purely from my thinking and planning.

### Personal Notes:

I wanted this game to be:

- Away from the internet
- Away from phones
- Free from any commercial aspect

I wanted it to be completely free, in your hands, with no copyrights and no financial cost. I'm not seeking its success or fame. To be honest, after finishing it, I didn't like it much, but I was compelled to finish this idea just so I could sleep.

You can redesign it in any way that suits you. You're not obliged to use this board or these shapes; you can create something visually more beautiful and impactful.

### About Copies and Development:

I don't mind if anyone designs or sells it, provided they don't change any of its rules and don't attribute the idea to themselves or put their name on it.

I previously considered making it playable by four players, but I changed my mind to ensure fair competition and avoid alliances.

The first version of the board was larger and more complex; I later condensed it to achieve a better balance in planning and gameplay.

I made sure that the locations of weapons, gates, and Flags were carefully distributed, so that achieving victory would be a complex challenge requiring deep thought and precise planning.

Sincerely,

Mahmoud Houwaydi

# Special Thanks and Appreciation

I extend my sincere thanks and gratitude to everyone who helped me complete this game, whether through ideas, feedback, reviews, or contributing to the development and refinement of its intricate details.

In the board's original design, the white squares appeared in black or dark gray. However, they were adjusted to a clear white with precise lines and edges. This was done to provide clearer visibility and help players focus better during gameplay.

This change wasn't merely a cosmetic adjustment; its aim was to reduce the visual distraction that dark colors might cause during prolonged staring, making the board more comfortable for the eyes and easier for tracking movement and planning.

**Board Enhancement •**  
**Mahmoud Menshawy**

In the game's first version, the victory condition was simple: players' Flags were placed within their opponents' zones. This meant each player had to go into their opponent's area and bring their own Flag back to their own zone to win.

While the idea seemed exciting in principle, it disrupted the game's balance in practice. At the start of each round, it was easy for your opponent to quickly reach your Flag in their zone and immediately move or protect it. This created an imbalanced game, putting one player at a disadvantage from the very first moment. Based on this imbalance, a fundamental modification was proposed for this system: the Flag located in each zone became the Flag that must be transported to the opponent's zone. In other words, each player defends their own Flag and attempts to deliver their Flag to the opposite side of the board.

This simple change in principle made a significant difference in strategic depth. It made defense and offense more fair and balanced, opening the door for complex planning and balanced confrontations throughout the match.

Radical Modification to the Victory System: From Core Concept to Strategic Depth

**Rule Modification •**  
**Mohamed Howidi**

In the game's initial design, the two-square landing areas of the Main Temporal Gate were completely open, allowing free entry and exit, and even direct attacks from any direction.

However, through playtesting, it became clear this openness caused a major imbalance. It led to unfair advantages and strategies, as any player could attack those in the area without restrictions.

Therefore, the rule was modified, establishing what is now known as the "Stronghold Rule":

Entry into the landing areas, or attacking pieces within them, is only permitted via the Main Temporal Gate itself.

To be clearer:

- Attacks or entry can only occur by transporting directly through the Main Gate.
- No player is allowed to interfere with those squares from the outside, regardless of their position or weapon, unless they use the gate itself as a direct path.

**Stronghold Rule •**  
**Salma Ismail**

This modification transformed the landing area into a protected defensive stronghold, preventing many loopholes that previously disrupted the balance of confrontations.

The pages have been thoroughly reviewed, with substantial modifications made to include:

- Correction of numerous errors related to rule comprehension and interpretation.
- Reformatting and logical rearrangement of the pages.
- Organizing and segmenting the content in a distinct way to facilitate reader understanding and navigation within the book.
- Enhancing the clarity of headings and arranging rules from basic fundamentals to special and complex cases.
- Improving the writing style and standardizing terminology used throughout all parts of the game.

All of this was done with the aim of delivering a comprehensive book that is professional in its presentation, clear in its content, and smooth to read.

**Review and Proofreading •**

**Salma Ismail**

Game cover design

**Cover Design •**  
**Abdullah Howidi**

# Personal Note:

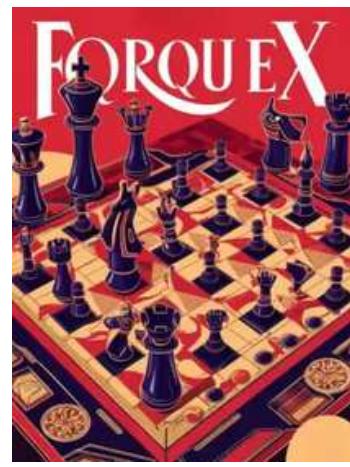
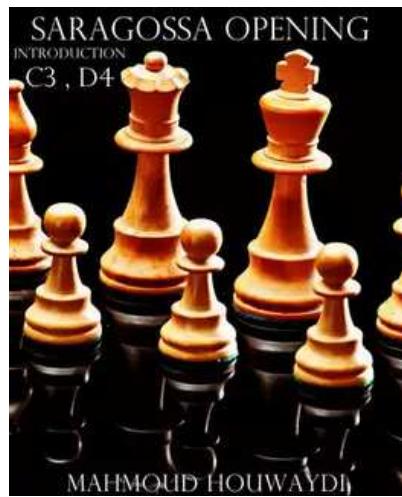
## About This Book

In this book, I've mentioned chess twice. But that doesn't mean I don't like it—quite the opposite. I'm addicted to chess; I've even authored three books about it, plus the first part of "Forquex," which will span about ten volumes. I've also dedicated two entire books to the Saragossa Opening, an opening that hasn't been detailed enough before.

My rating is approaching 2000.

I don't just play chess; I also enjoy "Checkers" and "Go." But Dravakron is something else... something that breathes possibilities and thrives on trickery.

And perhaps I was wrong when I said that game couldn't be cheated, as no one knows how artificial intelligence will evolve.



**The Board, Its Engraved Parts, and Playing Pieces in the Final Chapter**  
**The Board and Pieces**

## **The Complete Game**

**Here's a breakdown of the materials included:**

**Page 1: Features a high-quality board that you can print and laminate or design however you prefer.**

**Page 2: Contains another board, but with lighter piece outlines, offering better clarity if that's your preference.**

**Page 3: You'll find a third, completely blank board, giving you the opportunity to design something entirely different.**

**Page 4: Contains the playing pieces you'll use.**

**Page 5: Features the weapons and the Flag. You can print and laminate them or design them in any shape and size that suits you.**

**Pages 6 and 7: Include all the engraved pieces shown on the board, if you wish to add a unique touch to your game's design.**

**Finally, there are several pages with different board designs of the same high quality.**

**You can get these materials for free and assemble them yourself.**

## **Board and Playing Piece Design**

**This version includes an explanatory video that details how to design the board and all the playing tools I used to create the game from scratch.**  
**I've prepared a video that precisely demonstrates the board's dimensions and size, making it easier for you to recreate it at the lowest possible cost if you wish to design your own version.**

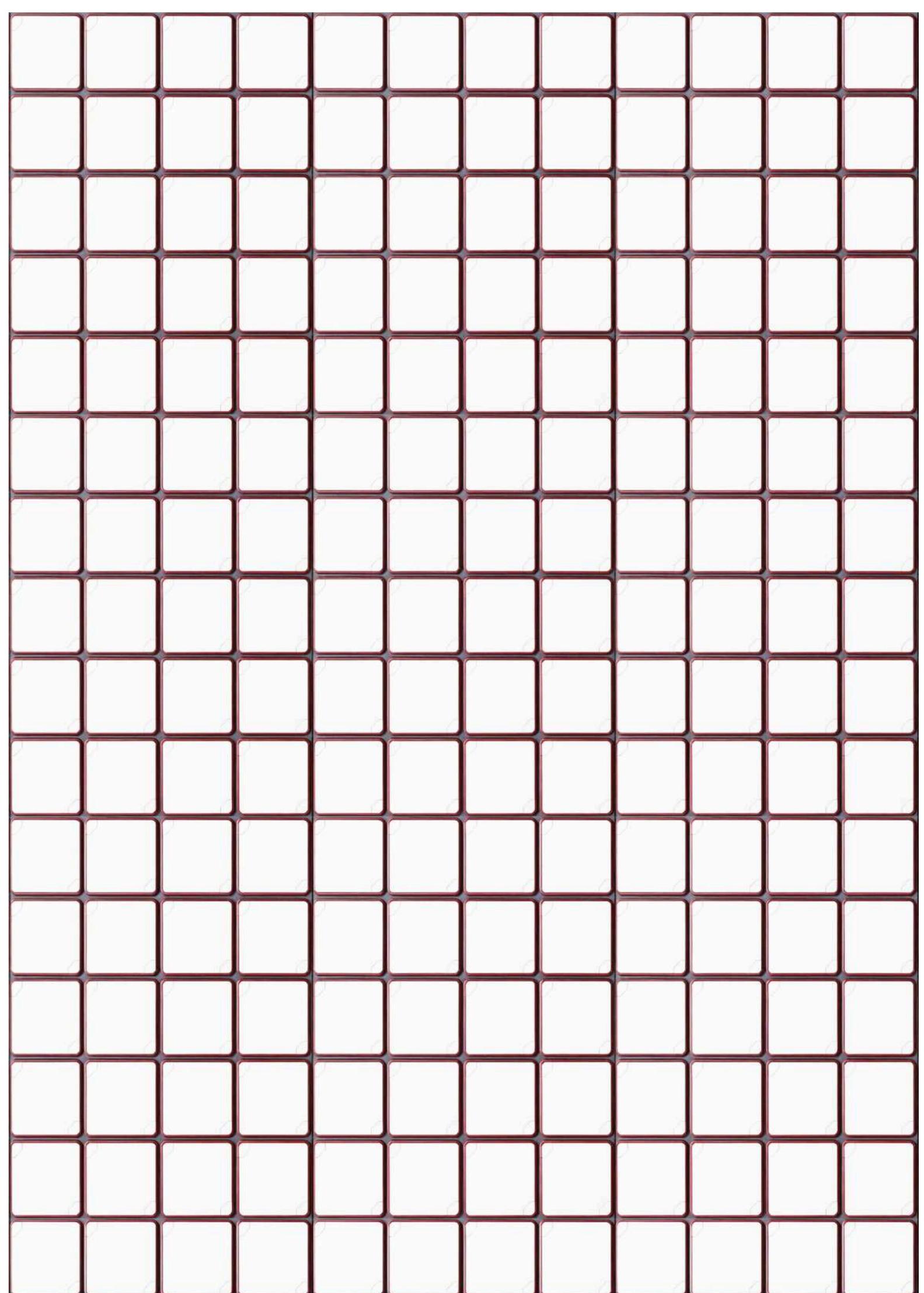
### **Printing Details:**

- The Board: Printed on A3 paper, then laminated for protection.**
- Playing Pieces: Printed on A4 paper, laminated, then cut out to be ready for use.**
- Magnetic pieces were used with a metal sheet to secure the pieces on the board during gameplay.**

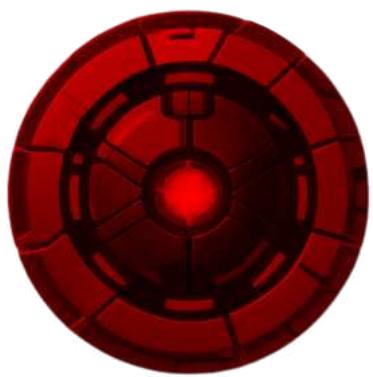
**The video is available on the game's YouTube channel.**



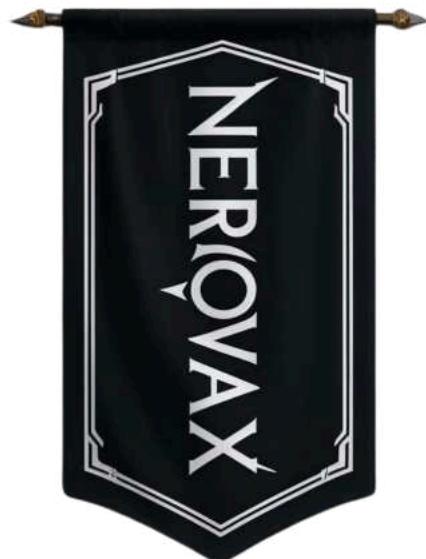
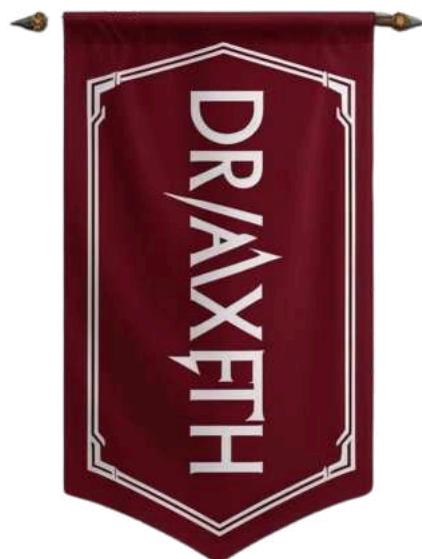


















## **Next Section**

**In the following pages, you'll find a different board design, where it's divided into four parts, with each part printed on sticker paper using an Epson A4 printer. The parts were carefully assembled, and pieces of different sizes and materials were used, which significantly contributed to improving the quality.**

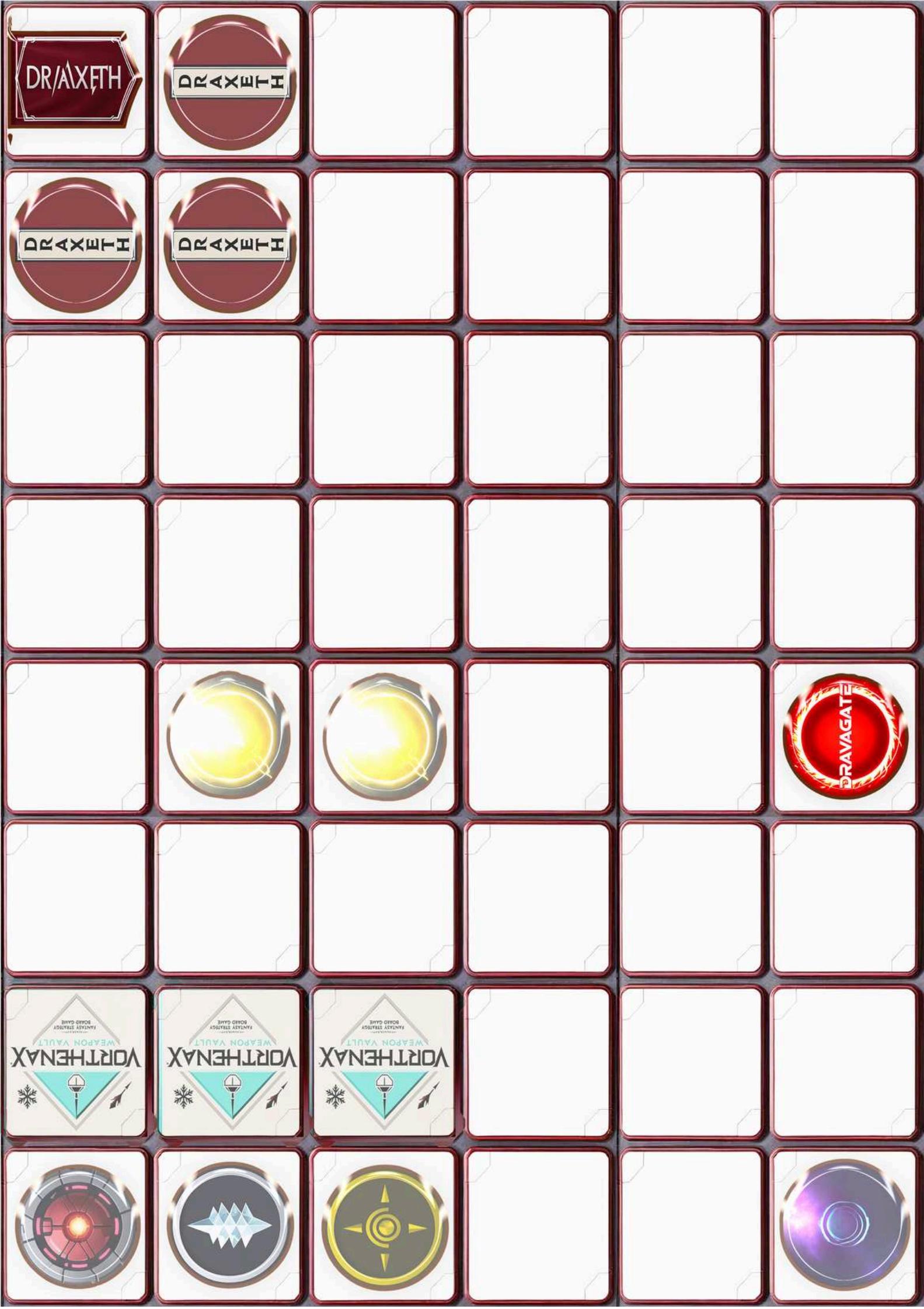
**Some modifications were made to enhance the board's clarity during gameplay:**

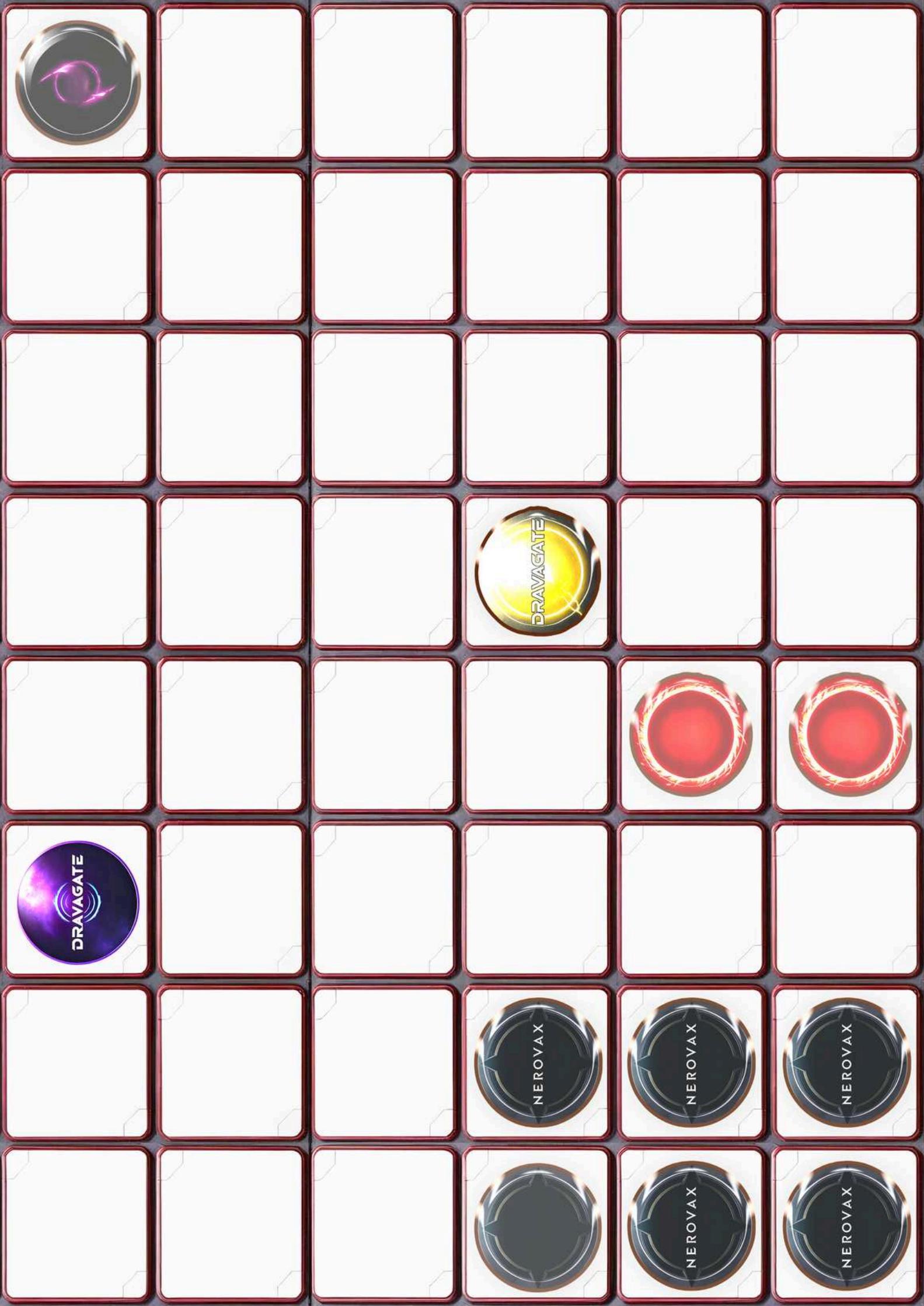
- The gate landing squares were lightened to be clearer for both players.**
- The weapons zone was simplified so that the weapon is clearly visible within its square.**
- The side Flag squares were distinguished more clearly.**

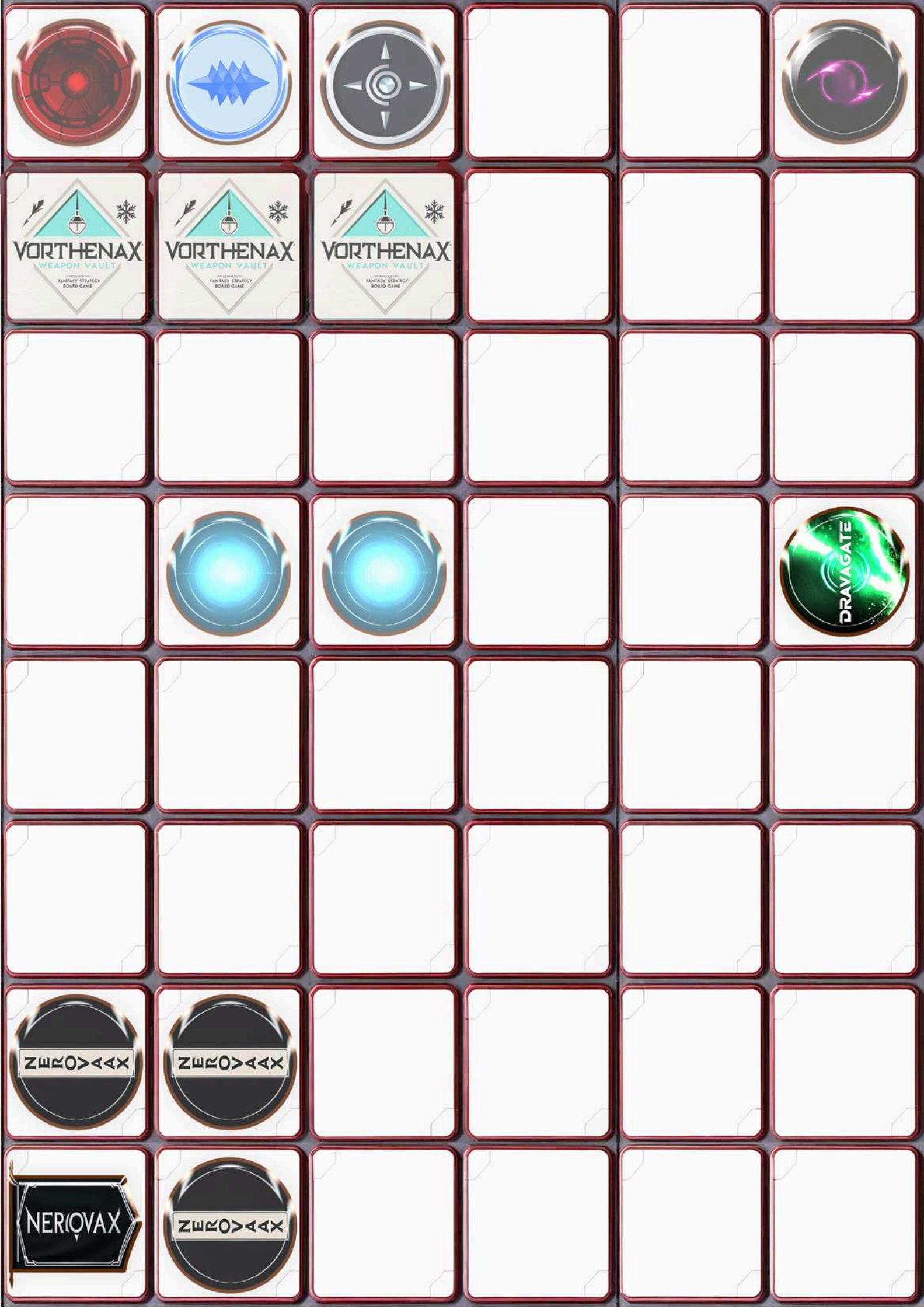
**All of this was done while maintaining the fundamentals without change.**

**You'll find the video on the game's YouTube channel.**



















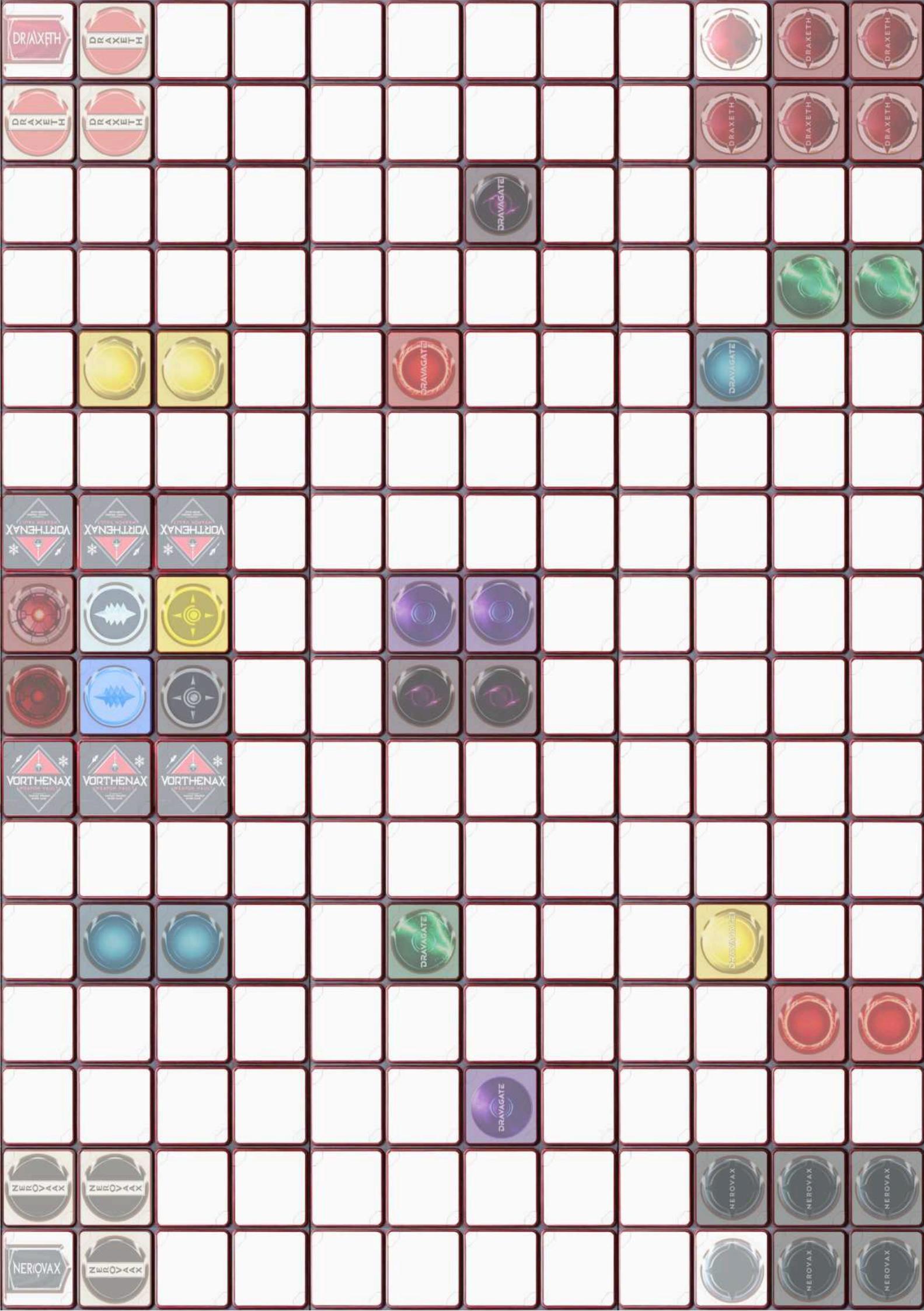
VORTHENAX

## **Second Board**

**This board has three forms: a light version of the pieces, a completely clear version, and a slightly lighter one, which helps you play better. The squares are designed with the color of each circle on the board to be clear to both players and to precisely identify their piece locations, preventing unnecessary calculations. Ultimately, as I mentioned, you're free to build any design you prefer.**

**You'll find the board in three different forms on the next three pages.**



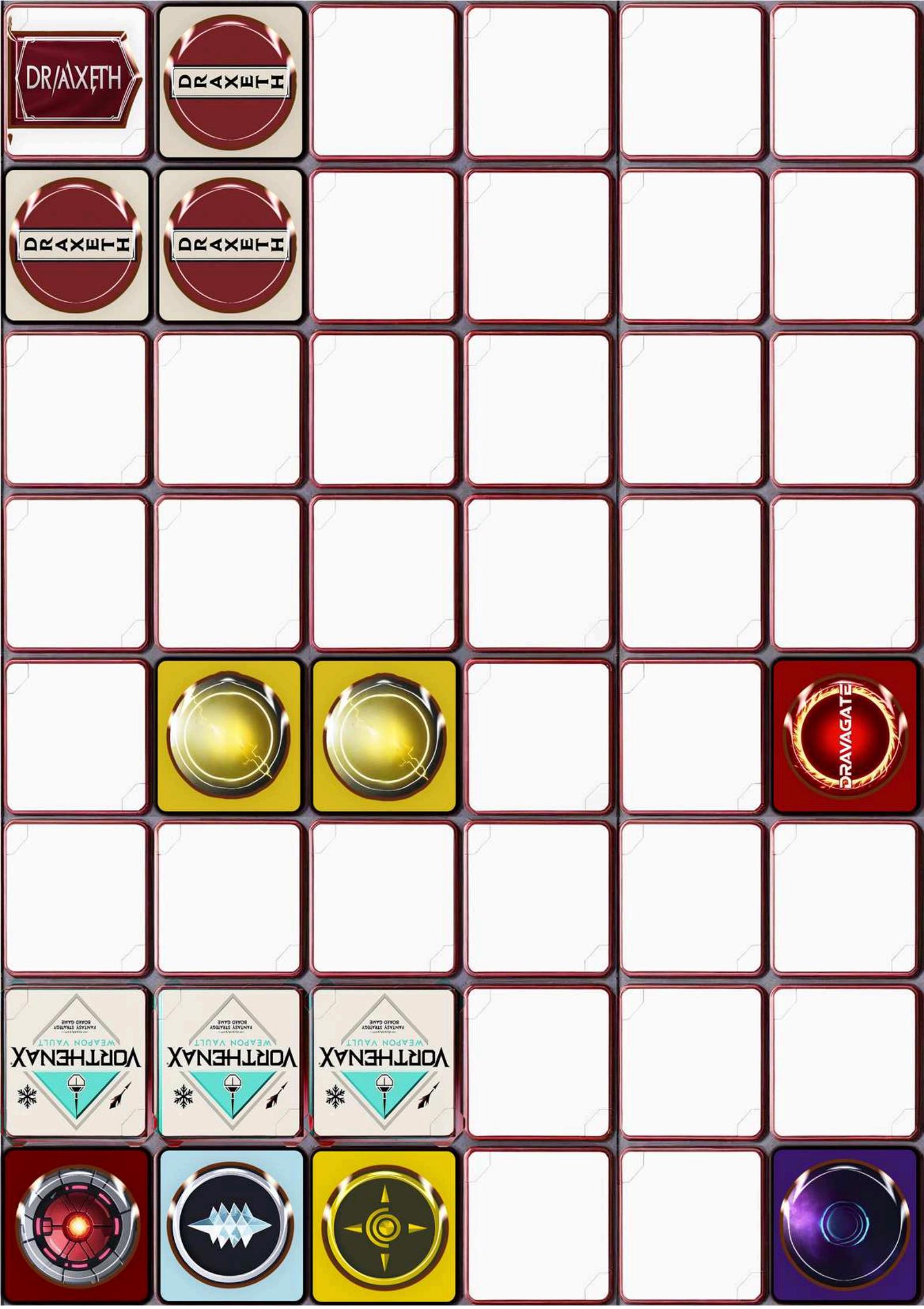


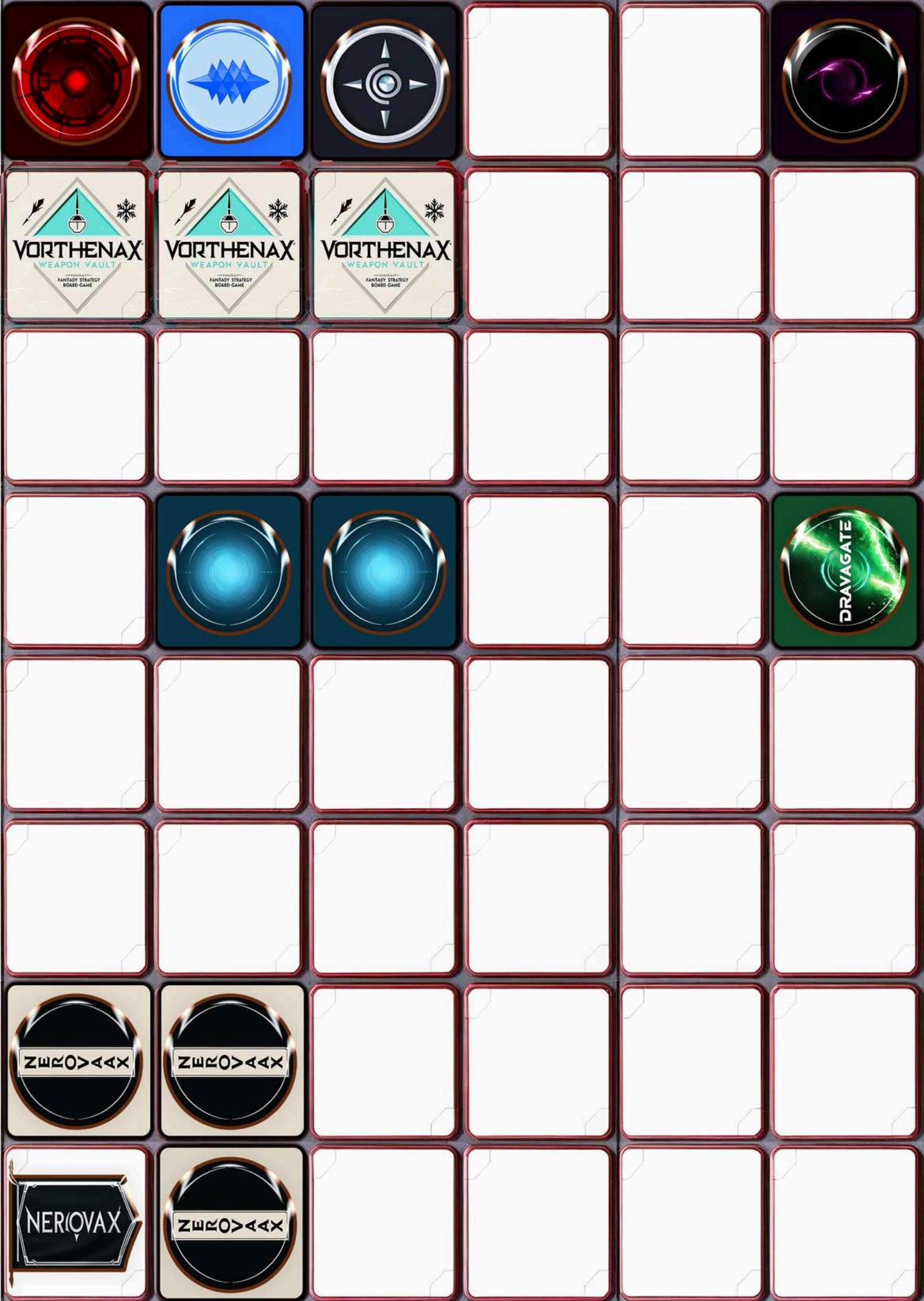


## **Larger Board Design (Four-Page Version)**

**This is the same board, but divided into four pages if you want a larger and better design.**

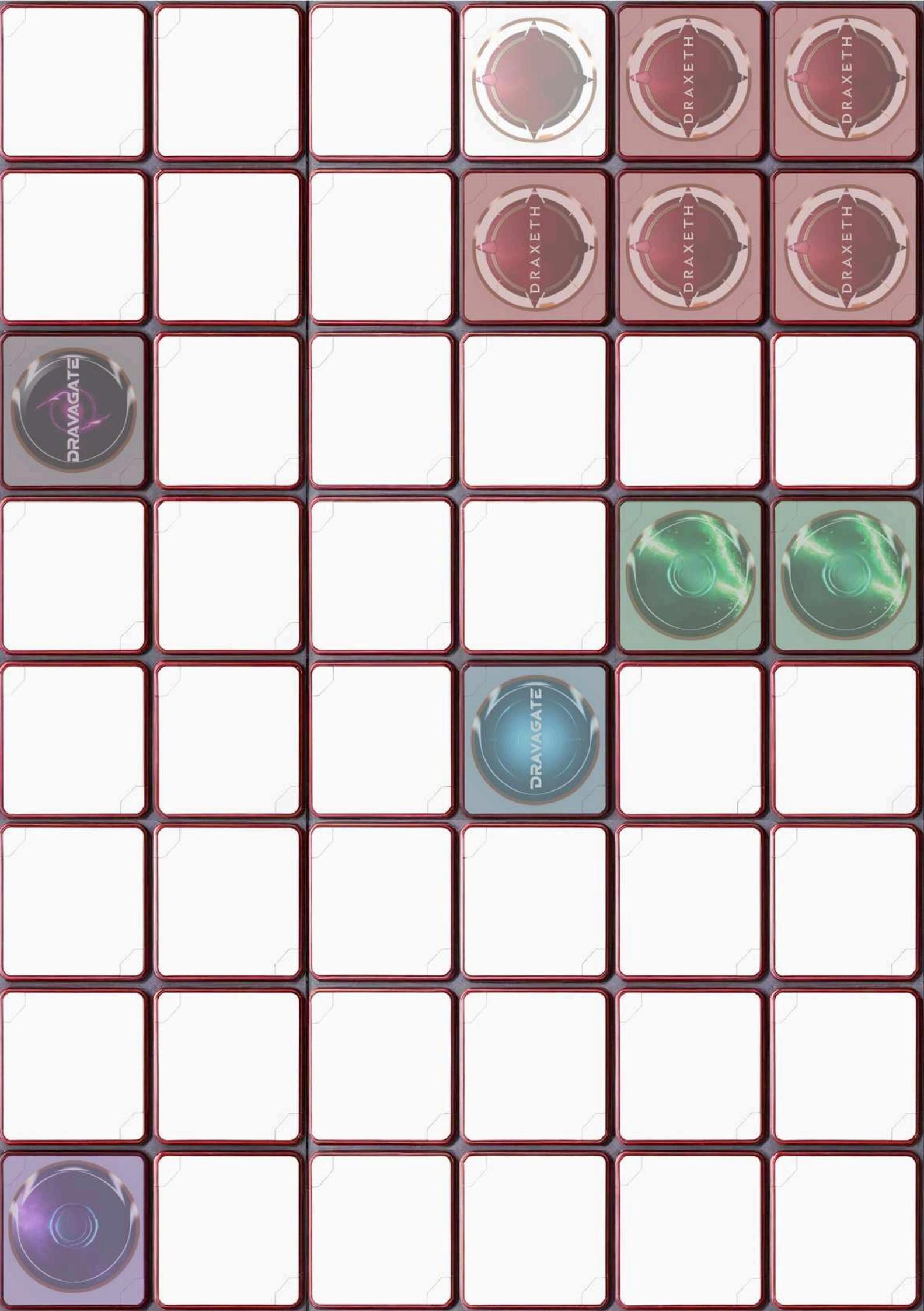


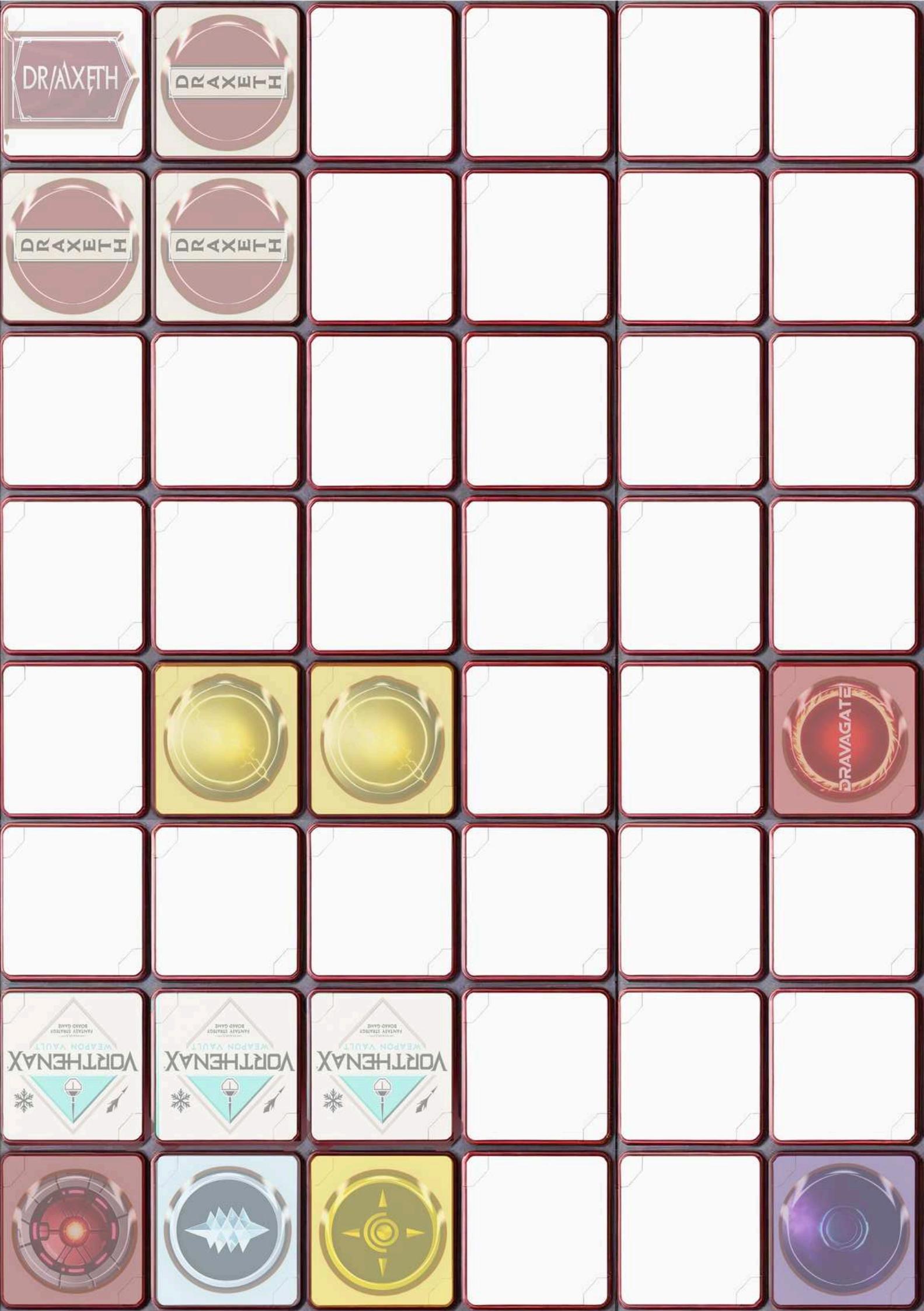


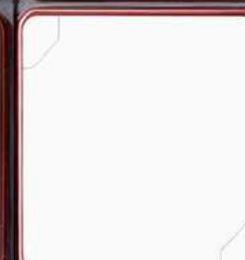
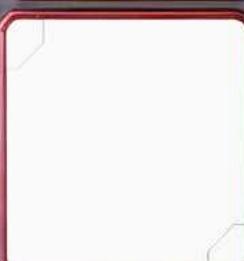
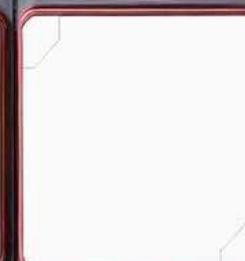
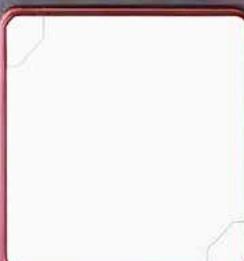
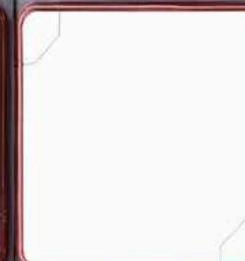
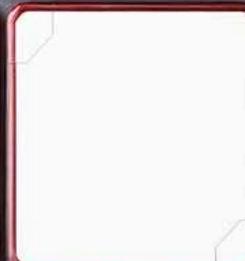
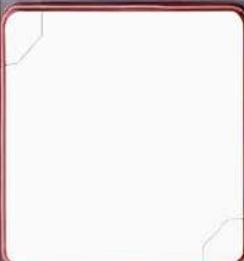
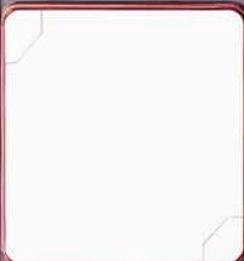
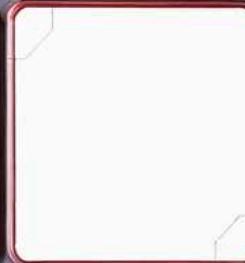
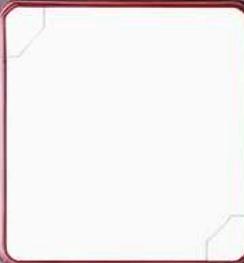
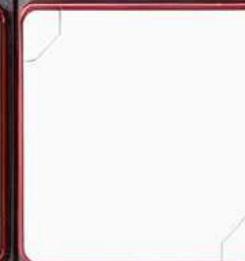
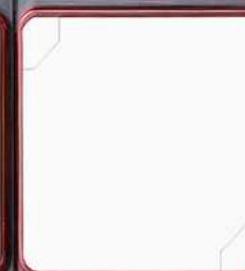
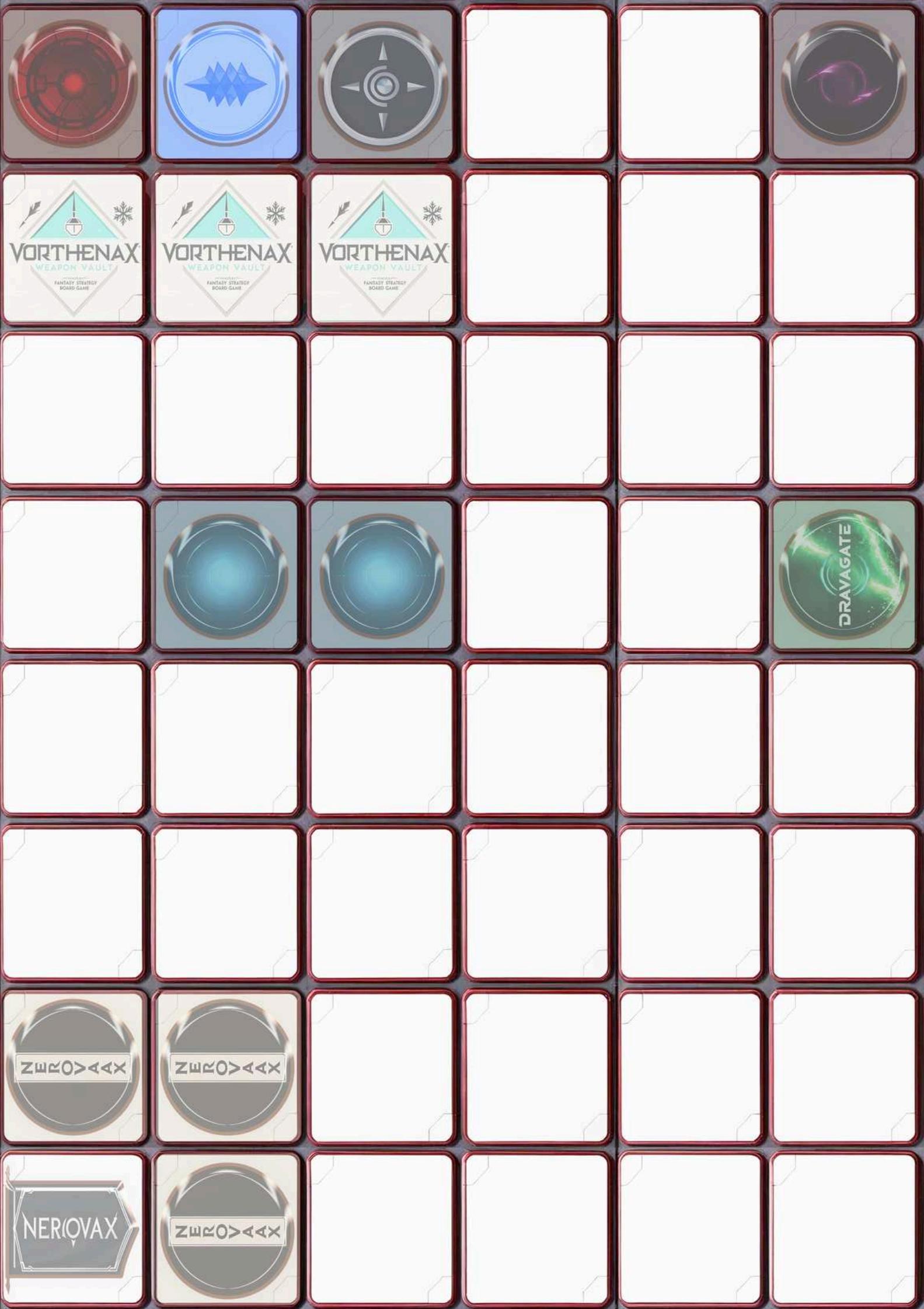


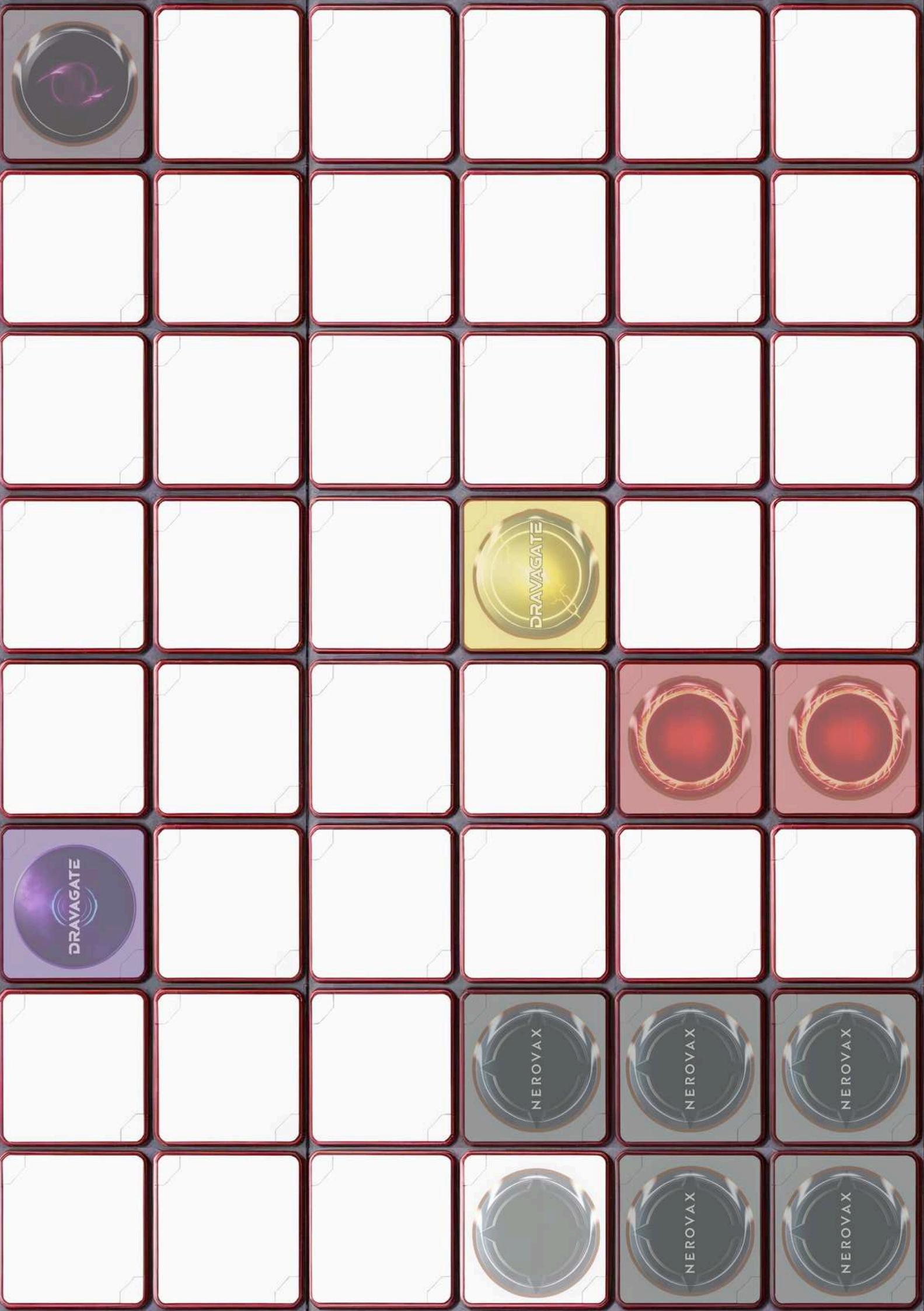


## **Alternate Version: Divided into Four Parts**









**The pieces feature better clarity and greater contrast,  
allowing you to print at the highest possible quality.**





## Illustrated Design Explanation

Note: This design is extremely simple and inexpensive, but you can innovate with a design that suits your taste. You can also use the lightened board version to avoid color blending. Everything is up to you, but I wanted to show you that designing it isn't as difficult as you might imagine.

A wooden board was designed to match the full size of the game board.



Weapon and Flag pieces are smaller than playing pieces, which helps clearly distinguish and differentiate between the pieces.



### Pieces and Pasting

All parts have two identical sides, with the exception of the Freezing Weapon, which has an activation side and a pre-activation side.



### Printing a Four-Part Board (Then Assembled)

The board was printed divided into four sheets (A4 size).

The playing pieces for both players, as well as the weapons, were also printed. A high-quality Epson printer was used with premium sticker paper.



### Playing Pieces



### Weapon and Flag Pieces

Size: Smaller than playing pieces  
Properties: Magnetic

