

//REQUIREMENTS//

Original (quote):

The game is one of my own creation, called Flux.

1. Create a board of coloured 16 hexagonal tiles
2. Create a red set of stackable counters (x4 counters)
3. Create a blue set of stackable counters (x4 counters)
4. Player one = red, places a counter anywhere on the board
5. Player two = blue, places a counter anywhere on the board
6. After both players play all tiles "flux"... that is each stack grows by one... so at the end of turn 1 both players have a stack of two counters in play and 3 off board.
7. In each subsequent turn, players may either play a new counter (up to when they run out) or they may attack from one tile to an adjacent tile and then all tiles "flux" after both players have played.
8. To conquer a tile the attacking tile must have a greater number of counters than the defending tile. Weather the tile is conquered or not, the attacking tile loses the number of counters held by the defending tile (down to a minimum of 1 - ie attacker cannot be wiped out by attacking). The defender loses a number of counters equal to the attacking force (down to zero - it is better to attack than defend).
9. When a tile "fluxes" to greater than 5 counters it reaches "critical flux" and is reduced to one counter.
10. The game ends when one player wipes out the other player

Refined (after gap analysis):

1. Create a 4x4 board of coloured 16 hexagonal tiles
2. Create a red set of stackable counters (x4 counters)
Create a blue set of stackable counters (x4 counters)
3. On turn 1:
Player one = red, places a counter anywhere on the board.
Player two = blue, places a counter anywhere on the board
4. After both players play all tiles "flux"... that is each stack grows by one... so at the end of turn 1 both players have a stack of two counters in play and 3 off board.
5. In each subsequent turn, players may either play a new counter (from their initial reserve of 4, until they run out) or they may move or attack from one tile to an adjacent tile.
6. If moving into an empty square, the player chooses how many counters to move.
7. All tiles "flux" after both players have played.

8. To conquer a tile the attacking tile must have a greater number of counters than the defending tile.
The attacking tile loses the number of counters held by the defending tile.
The defender loses all counters.
9. When a tile "fluxes" to greater than 5 counters it reaches "critical flux" and is reduced to one counter.
10. The game ends is checked at the end of player 2's turn. If a player has no counters on the board, they lose.

Assumptions (after refined):

1. If a player specifies, for instance, 3 counters to move to an empty tile (and the counter stack is also 3), all counters will be moved, leaving the original location empty.
2. After taking another counter, what's left of the attacking counter is put in the defending counters place. No counter is left in the original location of the attacker.
3. Counters that are not on the board will not Flux.