

Kon'reh — Quick Start

Game of Apex, Sanctum, and Reforge

Goal

Capture your opponent's **Blue** (Arbiter), then **prevent its return**. After Blue is captured, its owner has **five of their own turns** to **plant a banner** (end a move) on the enemy **Home Apex**. If they succeed, their Blue returns (see *Reforge*). If they fail, **you win**.

Turn Order

Players alternate one move per turn. **Second player gets an opening double-move** (two different pieces) on their first turn.

Board, Pieces, Movement

- Board is an **8×8 diamond**. Four corner *Apexes*: Home, Opposing, two *Sanctums*.
- Your army has four classes:
 - **Blue (Arbiter)** — your only piece with specials (see below).
 - **Orange** — long lane control.
 - **Red** — short lane posts/screens.
 - **Green** — *spawned* runners via *Seed*; not present at setup.
- **Slides are lane-straight**. A move traverses *one* lane (no turns in a single move).
- **Zone of Control (ZoC)**: each piece projects ZoC to its four edge-adjacent squares. You may *enter* enemy ZoC, but **entering ends the move**. You may not pass *through* enemy ZoC.
- **Captures (non-Blue)**: Red/Orange/Green capture by **displacement** (step onto enemy; remove it).

Blue (Arbiter) Specials

On a Blue turn you may **slide, then do one special**. Never special → slide.

- **Displacement (S:D)**: step 1 along the lane onto an adjacent enemy (remove it).
- **Hop-capture (S:H)**: jump over one adjacent enemy along the lane to the empty square beyond (remove the jumped piece; landing must be empty).
- **ZoC gate**: If your Blue's slide *entered* enemy ZoC this turn, you *cannot* special afterward.
- **Crown Stagger**: if you use your *second distinct* special in the same Blue life (e.g., H and D), your Blue becomes **Rooted** until your next turn.

Twin Apex Seed (spawning Greens)

If your Blue **ends a move on a Sanctum**, and the opposite Sanctum is empty, you may **Seed**: place a **Green** on the *opposite* Sanctum, respecting a **global cap of 6 Greens** on the board.

- **Rooted on Seed**: the Blue that Seeded is **Rooted** until your next turn.
- **Mobilization Delay**: a Blue cannot Seed on its **first departure from Home** in a given life.
- **Same-Sanctum ban (per life)**: if a Blue *returned by Reforge* was placed on a Sanctum, that Blue may *not* Seed from that *same* Sanctum for the rest of its *current life*.

Central Four (the Cross)

The 2×2 center diamond.

- **Stay cap**: a Blue may end at most **3 of its own turns** in the Cross per life.
- **Exclusion**: after a Blue leaves the Cross, it may not re-enter for the next **2 of its own turns**.
- **Practice rule**: only enter with at least one *certified exit* next turn ($XS \geq 1$).

Reforge (after Blue is captured)

When your Blue is captured, you have **five of your own turns** to plant a banner on the enemy Home Apex.

- **Plant succeeds**: remove the planting piece, then **return your Blue** by one of:
 - **Opposing Apex (their Home)**: pay **1 Green** (sacrifice).
 - **Either Sanctum**: free, but **this Blue may not Seed from that same Sanctum** for the rest of this life.
 - **Your Home Apex**: free.
- **Refresh**: a reformed Blue returns with **both specials refreshed**.
- **Failure**: if you do not plant within five of your turns, you **lose immediately**.

State Tags (track at the table)

Use small markers/dice; call them aloud.

- [CF: in $x/3$] — Cross stay count for Blue's current life.
- [Excl: y] — Cross re-entry exclusion turns remaining.
- [S:H] / [S:D] — Blue specials spent this life.
- [Rooted] — Blue cannot move until your next turn.
- [RC $n/5$] — Reforge countdown for the side whose Blue was captured.

- [CapC A--B] — captures tally (optional).
- G6 Dial — global Green count (0–6).

Recommended Learning Path

- 1) **Tutor games (no Seed).** Learn slides, ZoC stops, basic captures.
- 2) **Add Blue specials.** Demonstrate H and D; warn about *Stagger*.
- 3) **Add Cross discipline.** Enter only with $XS \geq 1$; respect 3-stay/2-exclusion.
- 4) **Enable Seed.** Teach Mobilization Delay; introduce an *SSI* idea: Seed only if punish is 2+ plies away or screened.
- 5) **Reforge drill.** Play a capture and run the five-turn banner race once per session.
- 6) **Full games with tags.** Use the state markers above until it's second nature.

Table Etiquette (fast heuristics)

- **Count exits before center.** One certified exit is playable; two is safe.
- **Don't spend both cuts lightly.** If you must use H and D in one life, plan to Stagger when it's safe.
- **Seed for tempo, not vanity.** If your Blue will be Rooted into a punish, wait.
- **Banner math beats material.** If you can force a failed Reforge, trade pieces freely.