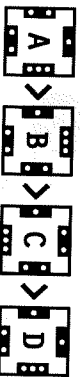


attack and chain /

A newly placed battle tile automatically attacks all of its neighbors. For every side that directly neighbors another tile, the numbers (or symbols) are compared. If the number on the attacking tile is greater than the neighboring number, the attacker defeats the defender. If the defender wins (or there is a tie) the attack fails.

When a tile is defeated, it may start a chain. The defeated tile continues the attack on the side opposite from where it was defeated.



Newly placed tile "A" defeats tile "B," which defeats tile "C," which defeats tile "D." Attacks are only chained in a straight line. When tile "B" is attacked on the left, it continues the attack on the right, not up or down.

capture and scoring /

Attacks and chains are used to **capture** scoring battle tiles.

Battle tiles with a glowing circle in the center are considered "scoring" battle tiles, while tiles without the glowing circle are "non-scoring." When a scoring battle tile is first placed on the grid, the current player places his/her own color marker on the glowing circle. This color depicts the current owner of tile. At the end of the game, players earn one point for each tile they own.

When a scoring battle tile is defeated by the opposing player, it is **captured**. The attacking player takes the opposing color marker from the tile and replaces it with his/her own color, keeping the opponent's color marker. At the end of the game, players earn one point for each marker they own of the opponent's color. Captured tiles continue chains just like normally defeated tiles.

Example: The red player captures a blue scoring tile. He takes the blue marker and replaces it with a red marker. The red player now has two points: one point for owning a scoring tile and one point for owning a blue marker.

You can't capture your own scoring tiles, but you can defeat them to continue chains.

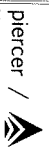
Your supply of color markers is limited. If you ever run out of color markers, your scoring tiles are played as "neutral" scoring tiles (without a color marker).

"Neutral" scoring tiles can be captured normally, though none of the opposing color markers are earned.

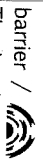
Example: The red player captures a neutral scoring tile. He places his color marker on the tile, scoring only one point.

battle tile powers /

Some battle tiles include an icon instead of a number.



piercer /
When attacking, piercers defeat everything except for barriers. However, piercers can't defend and lose under any attack. In this way, a piercer will always defeat another piercer.



barrier /
The barrier defends against anything, but can't attack.

power tokens /

Once per turn, when placing a **non-scoring** battle tile (without the glowing white circle), you can also use a power token.



ROTATE

Use the rotate token during your attack to rotate any one defeated tile 90 degrees in either direction. Tiles are rotated **AFTER** they are defeated, but **BEFORE** they carry on a chain. Chains continue in their original directions (if the attack is heading north, it will continue north after rotation). Ignore the direction of the arrow on the token, you can rotate either clockwise or counter-clockwise. The token is discarded from the game after use.



CHAOS

Use the chaos token on the current tile, this **REPLACES** your attack. All tiles touching corners with the current tile have their color markers reversed (this only affects tile diagonally, direct neighbors are not effected). Blue markers become red and red markers become blue. Color markers are taken from (and returned to) their correct owners. If color markers run out, those tiles are left "neutral" (which tiles are left neutral is determined by the current player). This does not count as an attack or capture; the current player does not receive the opponent's color markers or activate other power tokens. The chaos token is discarded from the game after use.



DEATH

Leave the death token on the current tile. Any player who later defeats this tile loses all color markers currently on the grid (color markers are discarded from the game and the tiles are left neutral). This effect happens **AFTER** all other attacks and chains are completed. After being activated, the death token remains on its tile (ready to be activated again in the future). *You only lose the color markers you have ON THE GRID, not the opponent's color markers gained from previous captures.*

LIFE



Convert a non-scoring tile into a scoring tile. Leave this token on the current tile for the entire game. Place a color marker on the life token to claim it. This scoring tile may be captured and recaptured normally.

