

# EXEO

DUO™

## Object of the game

The first player to get his 4 pairs out is the winner.

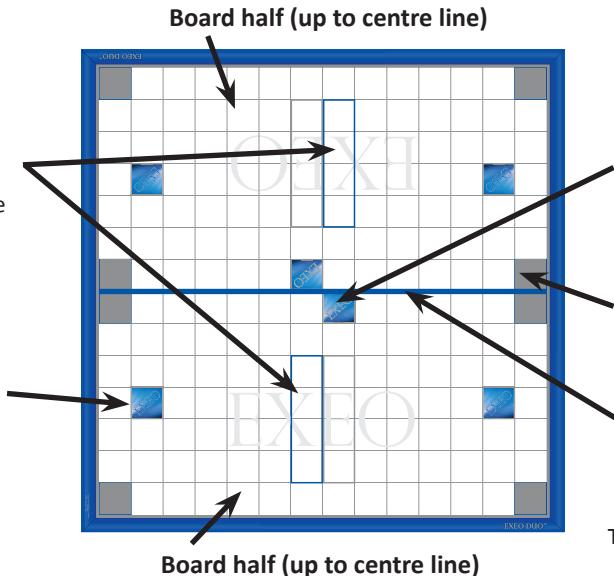
## Contents

- 1 game board
- 1 set of 8 blue pieces
- 1 set of 8 grey pieces
- 1 Instruction booklet

## The Board:

### Starting areas

The blue player sets up his pieces in the two blue areas, and the silver player in the two silver areas.



### EXEO squares

The 4 EXEO squares are where your pairs of pieces exit the game simultaneously on both halves of the board.

### Winning EXEO squares

The fourth and final pair exits the game in the centre EXEO squares to win!

### Silver squares

A pushed piece is placed onto a silver square by the attacking player.

### Centre line

Divides the board into two halves. The pieces may never cross this line.

## Setup

- Choose a colour for your pieces, either blue or silver. Each player has 8 pieces (4 pairs) as the game starts.
  - Place your pieces in the starting areas on either half of the board, blue pieces in the two blue marked areas and the silver pieces in the two silver marked areas.
- Pieces are placed as follows:

On one half of the board:



On the other half of the board:



- The player with the blue pieces starts.
- Now, the game is on. Enjoy the challenge!

## Game play

Each player attempts to be the first to get his 4 pairs out in order to win the game.

The game is played on both sides of the centre line (*the two courts*); players take turns moving one piece on each half of the board.

Pairs of pieces exit at the EXEO squares (*see Board and EXEO squares*).

The twin pieces (*pairs*) must reach the EXEO squares exactly opposite to each other on either half of the board within the same move (*see EXEO squares*).

Your pieces are also used to try to stop your opponent from exiting. Players use their pieces to block or push the opponent's pieces. No pieces are taken out of the game; they can only be moved to one of the silver squares (*see Pushing, Blocking and Silver squares*).

Players take turns. One turn involves moving one piece on each half of the board (*see Board*). The first player starts by moving one piece he chooses of his own colour by one or two steps in any available direction on one half of the board. Next, same player moves one piece on the other half of the board. Altogether, the player has 3 steps: 2 on one half and 1 on the other half. The player decides how to allocate these 3 steps at each turn (*see Pieces and Pushing*).

Then it is the other player's turn, and the game is on.

When two twin pieces are within reach of the correct EXEO squares (*see EXEO squares*), the player can use his two moves to move these pieces onto these squares. If they both remain in place during the opponent's next turn (*i.e., they are not pushed by a piece of the same shape by the opponent; see EXEO squares*), they are taken out of the game.

The player's last pair must exit on the EXEO squares located at the centre of the board.

The player to have all 4 pairs exit first is the winner of EXEO DUO™

## The Pieces

Each player has 4 pairs at the start of the game



Pyramid

Prism

Cone

Cube

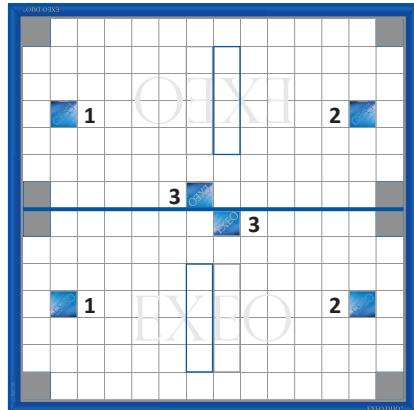
- The twin pieces are played on separate halves of the centre line. Each player has one pyramid, one cone, one prism and one cube on each court.
- The player moves one piece on each half of the board at each turn.
- All pieces can be moved one or two steps in any direction, diagonally or in a straight line, onto an unoccupied square on its own side of the board.
- When moving a piece two steps, both steps must be in the same direction (no turns) and both squares must be unoccupied; no piece can leap over other pieces at any time.
- For each turn, the player has 3 steps to allocate: on one half of the board, one piece is moved 2 steps and on the other half one piece is moved 1 step. The player must use all 3 steps every turn.
- The only exception from using the 3 steps is when a player *pushes another piece* (*see Pushing*); in which case that is the only move made during that turn.
- All pieces of all shapes can push each other.
- Only pairs can exit. There is no specific order in which that must be done.
- The only piece that can push another piece on an EXEO square is one with the same shape as the one on the EXEO square. This does not apply to the last pair on EXEO squares in the centre.

## EXEO Squares

On the board, there are 6 blue squares marked EXEO; three on each half of the board. These squares are where the pieces exit the game.

To have a pair exit the game, you must move your twin pieces onto the EXEO squares in one move: moving one piece 2 steps on one half of the board, and the other piece 1 step on the other half. The EXEO squares must be on the same side (left or right) in order to exit (see image below)

- Twin pieces placed at the same time on squares marked 1, or when both pieces are placed on the squares marked 2, can exit.
- The last pair must exit at EXEO squares marked 3; no other pairs can exit here.
- Pieces cannot be placed on, or exit from, any other combination of EXEO Squares.
- The EXEO squares cannot be entered or crossed at any time other than when exiting, or pushing a piece onto the EXEO square.



As a pair is placed on the correct EXEO squares, they must remain in place during your opponent's next turn. An opponent's piece of the same kind that you have on the EXEO squares can push you out (see Pushing), and your pair will not exit.

Should this happen, the pushed piece will be put in a silver square by your opponent.

You are then required to use both of your moves on your next turn to move your pieces out of the silver square on the one half of the board and exit the EXEO square other. From then on, these pieces are free to try again.

However, if both pieces are still in the EXEO squares after your opponent's turn, you can take your twin pieces out of the game and make your moves with your remaining pieces.

The players' fourth and final pair must exit on the EXEO squares at the centre of the board. Reaching these final EXEO squares, the pieces cannot be Pushed and we have a winner!

## The Centre line

The centre line separates the two halves of the board.

This line can never be crossed by any piece. As the game starts, each player places 4 pieces on each half of the board and these are the sides where the pieces are played until they can exit and are taken out of the game.

## Blocking

No piece can single-handedly block the way for an opponent's piece, as your opponent can push you. When several pieces are close to each other, squares are naturally blocked since pieces can't leap over each other or share a square. This reduces the opponent's options.

## **Pushing**

When your opponent's piece is one or two steps away in any direction and no other pieces block the way, you can push it. This means you push your opponent's piece to one of the four silver-coloured squares on the same half of the board, called silver squares.

You take the pushed piece's square and choose the silver square on which to place your opponent's piece. You can only choose to place it in one of the silver squares on the half of the board as the piece is played. Strategically, you may want to place the pushed piece as far away as possible from its twin on the other side of the board to stop your opponent from reaching the EXEO squares!

All pieces of all shapes can push each other.

If you decide to push a piece, that will be the only move you make for that turn.

This is the only exception to the rule of having to use your three steps; you will only be moving one piece and on one half of the board.

When your piece is pushed to a silver square, you must use your next turn to move it out of there. You can move it one or two steps as usual, and then you make your move on the other side of the board.

You can push a piece on your way out of a silver square. In that case, this will be your only move for this turn.

If your opponent has moved a pair into the correct EXEO squares, you may have the opportunity to stop them from exiting by pushing one of the pieces.

This push is only possible if you have a piece of the same kind as those on the EXEO squares, and it is within reach of the EXEO square. You push the piece and put it in a silver square of your choice on the same half of the board.

At your next turn, you must use one or two of your steps for that side of the board to move your piece out of the EXEO square.

The player who was pushed out of the EXEO square is required to use both moves during the next term to get his pieces out of the silver square, and move out of the EXEO square on the other side of the board.

The pieces can never go into the silver squares without having been pushed there.

*Challenge your strategic mind  
Playing both sides*

