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A board game for 2 players by
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INTRODUCTION

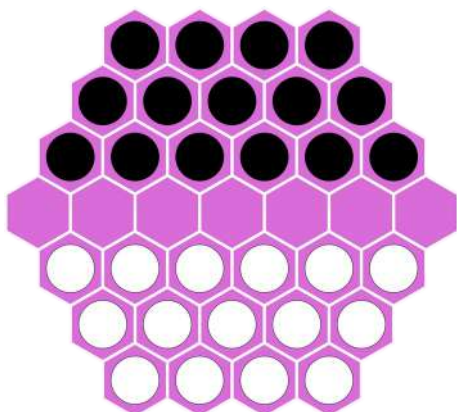
Either **furl** up a row of your discs, or unfurl a stack. If you have a disc in your end row at the start of your turn, you win.

COMPONENTS

- Hexagonal board with 4 hexes per side
- 15 white discs
- 15 black discs

SETUP UP

Arrange the discs as shown below:



Determine the starting player by any peaceful means.

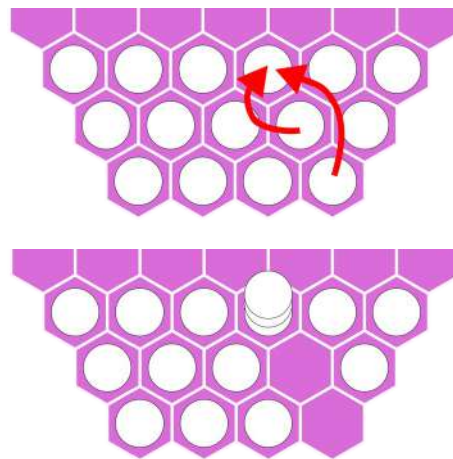
PLAY

Players alternate turns until the victory condition is reached.

Each turn, choose **one** of two types of moves:

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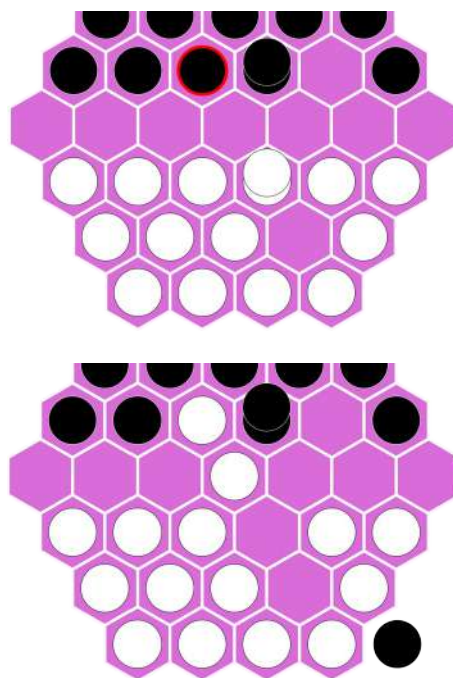
Choose two or more of your discs in an unbroken line, and stack them on the disc at the end of that line.



Example: 3 white discs in a line. Two of them are stacked onto the 3rd one, that is at the end of the line, creating a stack of 3 discs.

Unfurl

Choose a stack of at least two discs and sow them one per space in a straight line starting in the space in front of your stack. Intermediate spaces must be empty, but the final space may be occupied by an enemy disc or enemy stack. If so, you capture those discs.



Example: The white stack with 2 discs unfurls capturing a black disc (indicated in red).

GOAL

You win if, **at the start of your turn**, you have a disc or stack on the row farthest from your starting position.

You lose if you have no legal moves.