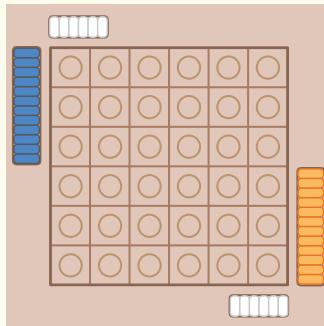




## SET-UP OF THE GAME

Place the gameboard between you. Each player gets the 12 playing pieces of his color and 6 white action pieces. The playing area (6 x 6 spaces) starts out empty. Put your playing pieces and action pieces in the troughs closest to you, as shown in illustration 1.

This is your personal supply. Decide who begins the game.



*Illus. 1: Starting set-up*

## OBJECT OF THE GAME

Try to play your entire supply of playing pieces and action pieces in compliance with the rules. In doing so, you should pool your colored playing pieces on the gameboard in as few clusters as possible.

## COURSE OF THE GAME

Players alternate turns. On your turn, you put **either one colored playing piece or one white action piece** from your personal supply in the playing area. The playing pieces and action pieces have different functions and are placed according to different rules.

### The colored playing pieces – *form clusters*

- You may place your playing piece on any unoccupied space, provided there is **no playing piece of your color** on an **orthogonally** (i.e., horizontally or vertically) **directly adjacent** space. Playing pieces in your own color that have been placed diagonally are allowed.
- You may place your playing piece directly next to one of your opponent's playing pieces.
- Over the course of the game, you have to place all your playing pieces.
- Any playing pieces lying in the playing area can be moved **only by an action piece**.

### The white action pieces – *bring movement into the game*

- You may place your action pieces in the hollows of **any unoccupied spaces**.
- After placing an action piece, it will no longer be moved for the rest of the game.
- An action piece always triggers a movement **once**.

### Triggering a movement

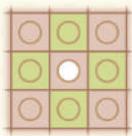
Placing an action piece triggers a movement for **all orthogonally directly adjacent colored playing pieces**. A movement enables you to slide playing pieces in a particular direction, form or expand clusters, or disrupt your opponent's forming of clusters.

A movement **always affects both players**. The following rules apply:

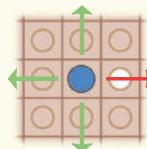
- When placing an action piece, you **immediately** move your affected playing pieces, and right after that, **your opponent** moves his affected playing pieces. Provided it is possible in compliance with the rules, all affected playing pieces **must** be moved.



- To carry out the movement, you move every affected playing piece **orthogonally in a straight line to the next obstacle** – this can be the edge of the playing area, another playing piece or an action piece. You may not jump over or stack any pieces.



All the playing pieces lying on the up to 4 spaces orthogonally around the action piece are affected by the movement.



An affected playing piece has to be moved orthogonally; this allows for up to 3 moving directions, since the action piece always blocks one side.

- The **order** in which you move your playing pieces as well as the **moving direction** are up to you (see example in illus. 3 a-c).
- If, after moving a playing piece, you can no longer move another affected piece in compliance with the rules, this movement is omitted.
- A movement is **not** considered a game turn and therefore doesn't change your actual sequence of turns.

## Forming clusters

Playing pieces of one color form a cluster if they are **directly orthogonally connected**. A cluster is considered a whole at the scoring. But be aware: A single (stand-alone) playing piece of a color counts as a cluster of its own!

## END OF THE GAME AND SCORING

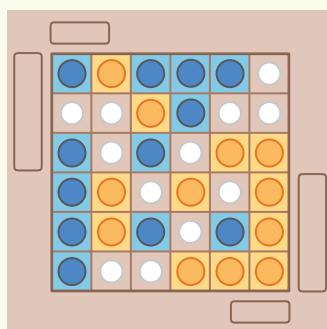
There are two ways for the game to end:

- If a player can no longer place his playing pieces in compliance with the rules and even his action pieces don't give him any possibility to place another playing piece, he is unable to move (see example in illus. 4 a-c). When this happens, the other player wins.
- You both could place all playing pieces and action pieces. The player who has formed the fewest clusters in his color wins (see illus. 2a). Keep in mind that every single playing piece counts as a cluster of its own.

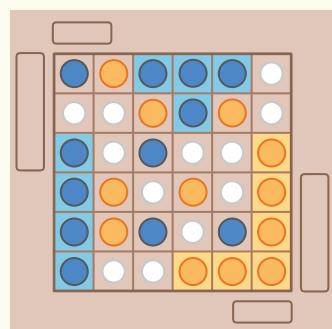
In case of a tie (same number of clusters), the player with the largest cluster is the winner (see illus. 2b).

*Example of a scoring:  
In illus. 2a, Orange has 5 clusters, Blue has 6 – Orange wins.*

*In illus. 2b, both players have 6 clusters. Blue has 2 clusters with 4 playing pieces each, whereas Orange has 6 playing pieces in her largest cluster – Orange wins.*



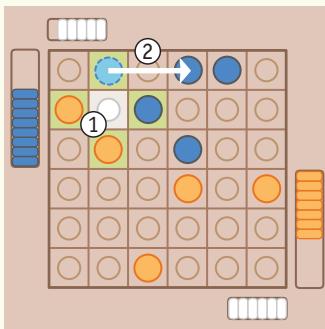
Illus. 2a



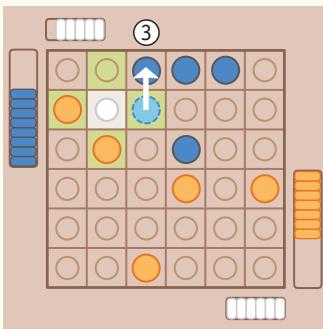
Illus. 2b



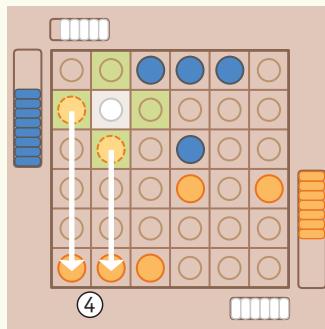
## Examples of possible game turns



Illus. 3a



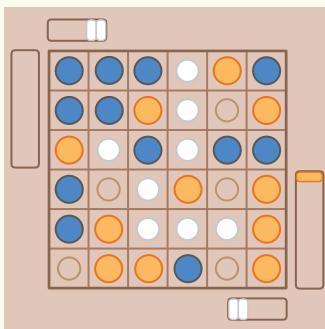
Illus. 3b



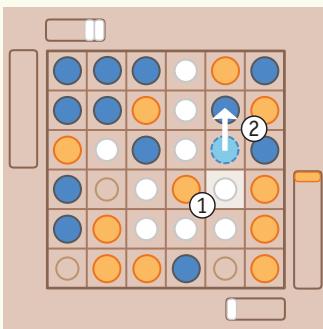
Illus. 3c

Example of action piece and movement (illus. 3 a-c):

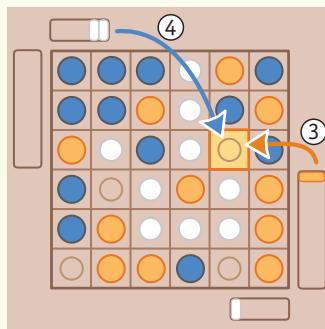
Blue has his turn; he places an action piece (1) and now is the first to move his affected playing pieces. In order to be able to form a 3-piece cluster, Blue first moves his upper playing piece to the right (2), then his second playing piece up (3). After that, Orange moves her two affected playing pieces down (4) in order to also form a cluster. Here, the order is irrelevant.



Illus. 4a



Illus. 4b



Illus. 4c

Example of a player's inability to move (illus. 4 a-c):

Orange has her turn, but she is no longer able to place her last playing piece. However, it is possible for her to use another action piece (1) for moving a blue playing piece (2); this way, she could still play her last playing piece on her next turn (3). Blue realizes this and places his action piece on the space that has just become vacant (4). This makes Orange unable to move, and so she loses the game.



## REPULSO

A game by Armin Edalat

**When small pieces bring movement into the game...**

**Game materials:**

- 25 x 25 cm gameboard, made of solid beechwood
- 24 playing pieces (12 per player, each player using one color)
- 12 white action pieces (6 per player)

English translation: Sybille & Bruce Whitehill, "Word for Wort"



## REPULSO

Un jeu de Armin Edalat

**Quand les petits jetons mettent le jeu en action...**

**Matériel :**

- Plateau de jeu en hêtre massif, 25 x 25cm
- 2 x 12 jetons en deux couleurs
- 12 jetons blancs d'action (6 par joueur)

Traduction française : Patricia Kerres

**WARNING!** Nicht für Kinder unter drei Jahren geeignet. Kleinteile können verschluckt werden! / **WARNING!** Not suitable for children under 36 months. Choking hazard! / **ATTENTION!** Ne convient pas aux enfants de moins de 36 mois. Risque d'étouffement!



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