Lava Leylines

asymmetric abstract strategy for 2 players in 30-45 minutes

by quantumpotato

5 Minute Video Tutorial

https://youtu.be/yVw30u2rLkE

Setup

The hexagon grid board is filled with Water 🔵 tiles 6 to a side.
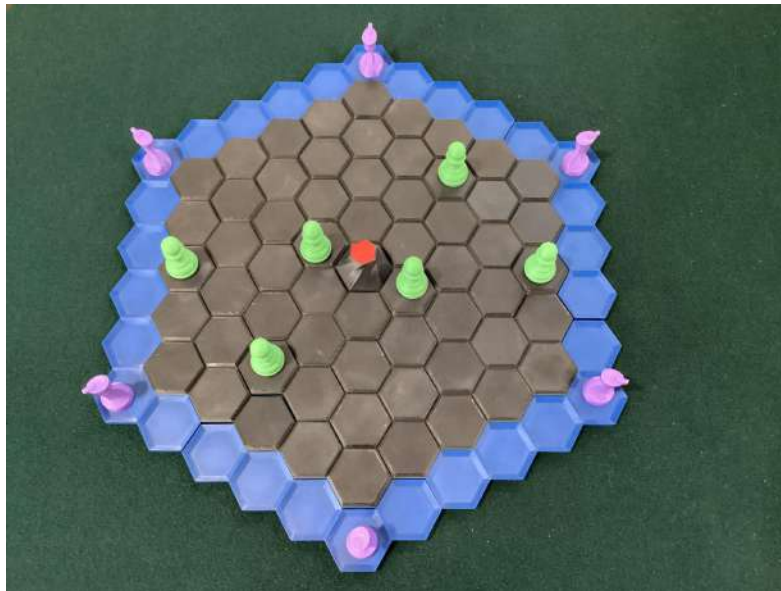Place the Volcano on the center tile.
On every other inner tile, place a land with Sand 🟡 face down and Stone ⬣ face up.

Place 6 Serpents on Water 🔵 as shown.
Place 6 Islanders on Stone ⬣ as shown.

Place a pile of 30 Lava 🔴 tiles to the side (use coins if you need more Lava 🔴).

Decide who plays Serpents and who plays Islanders.

Strategy Overview

Every round of Lava Leylines cycles through 3 phases: **Serpents Turn**, **Islanders Turn**, **Death**.

The Islander player plays defensively, placing Lava 🔴 to restrict Serpent movement.
The Islander player wants to position their Islanders to remain on Stone ⬡ and not be in a line with Serpents to protect them from powerful Serpent attacks.

The Serpent player plays offensively, wanting to destroy the island to kill all Islanders.
The Serpent player wants to keep their Serpents away from Lava 🔴 to keep them alive.

At the end of the Serpents Turn, Serpents that are next to 2 Lava 🔴 or moved through Lava 🔴 are burned: burned Serpents cannot be controlled and change into land at the end of the round.

# Phase 1: Serpents Turn

Serpent Turn Part 1: Serpent Action

Serpent Player: choose 1 Serpent on Water 🔵 and do 1 Serpent Action with it: chomp, swim or tunnel. Serpents cannot move onto or through a tile with another Serpent.

Serpent Action Option: Chomp

Removes 1 Sand 🟡 or Stone ⬡ adjacent to the your chosen Serpent.

A Serpent chomps Stone ⬡, making an Islander fall onto Water 🔵 .
*The Islander will drown in **Phase 3: Death**.*
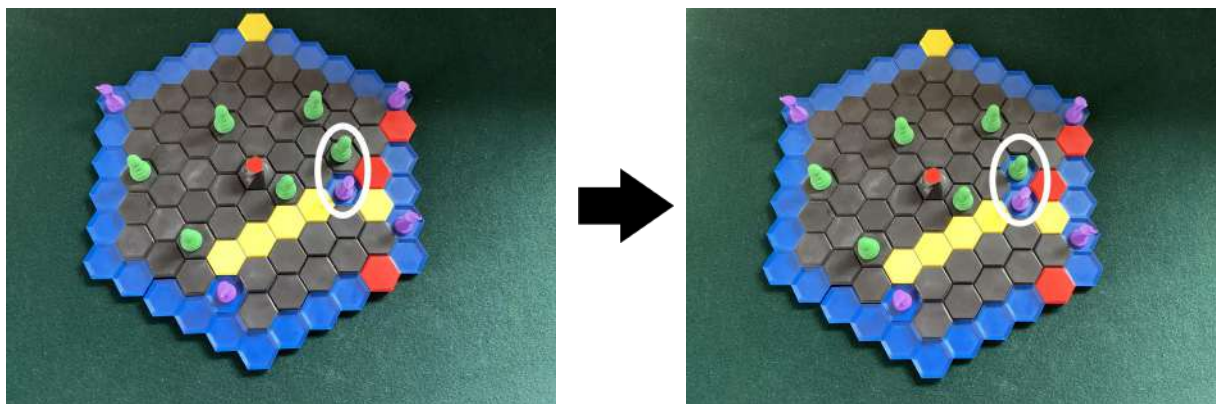
Serpent Action Option: Swim

Swimming Step 1: Move

Move your chosen Serpent onto any empty Water 🔵 or Lava 🔴 accessible by at least 1 tile of movement through contiguous Water 🔵 or Lava 🔴 from its current position. A Serpent that moves through Lava 🔴 cannot change direction for the rest of its movement.

*The Serpent next to 2 Lava 🔴 would be burned in **Lava Activation**.*
To avoid being burned, the Serpent swims to align itself for a tunnel to vulnerable Sand 🟡.
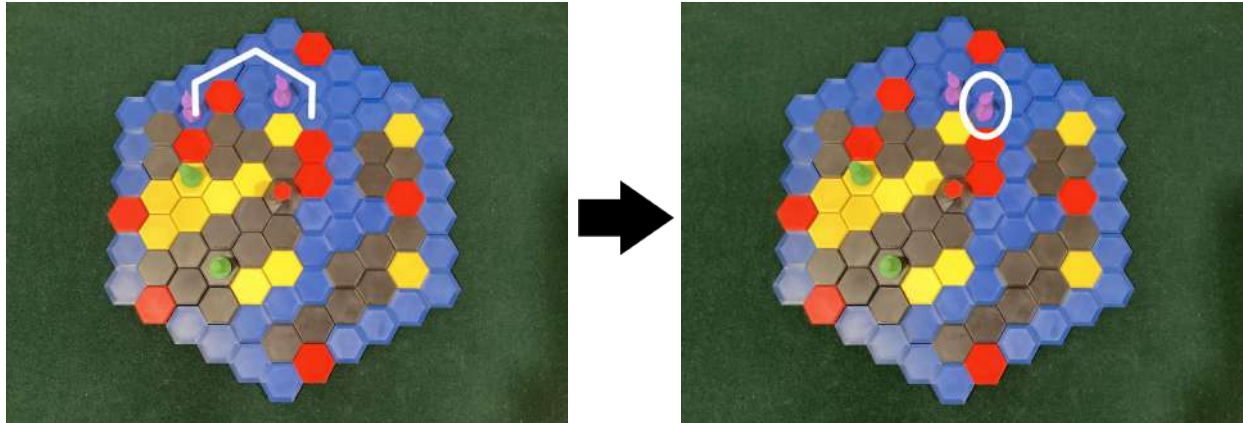
Swimming Step 2: (Optional) Bash

After a Serpent swims, choose if that Serpent bashes a land adjacent to where it stopped. Remove a bashed Sand 🟡. Flip a bashed Stone ⬤ into Sand 🟡.

A Serpent swims and bashes an adjacent land, turning Stone ⬤ into Sand 🟡.
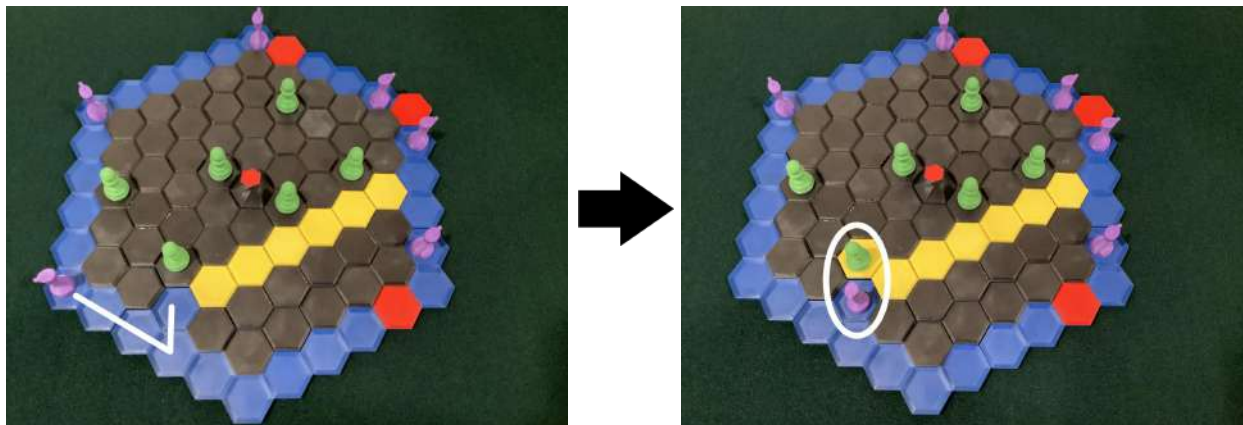
Serpent Action Option: Tunnel
Tunneling Step 1: Move & Hit Land

Move your chosen Serpent to a Sand ⬡, Water ⬡ or Lava ⬡ in line with it.
The Serpent hits every land it tunnels through on its way to its destination tile.
Remove all Sand ⬡ tiles that are hit. Flip all Stone tiles ⬡ that are hit into Sand ⬡.

A Serpent tunnels to Sand ⬡. The land destruction makes an Islander fall onto Water ⬡.
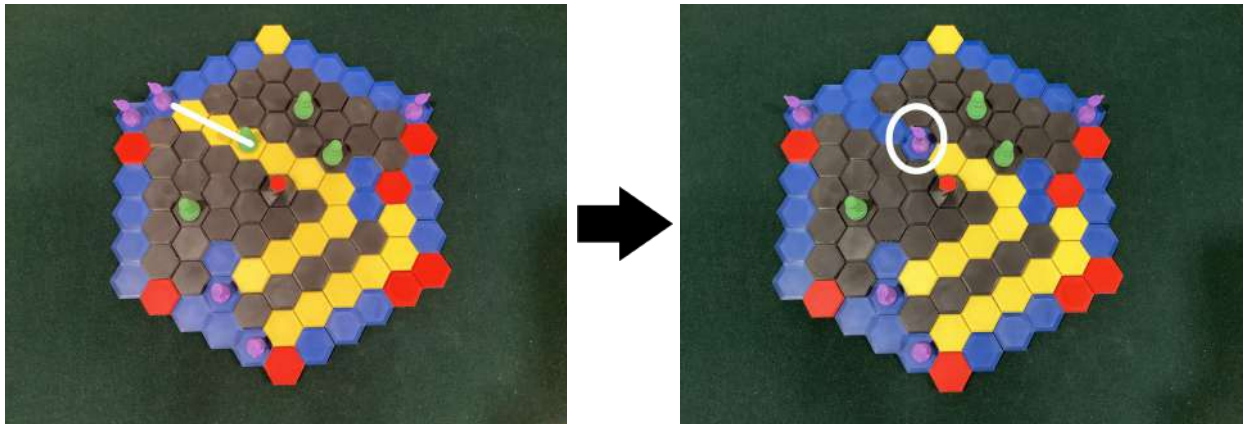*The Islander will drown and be removed in **Death**.*
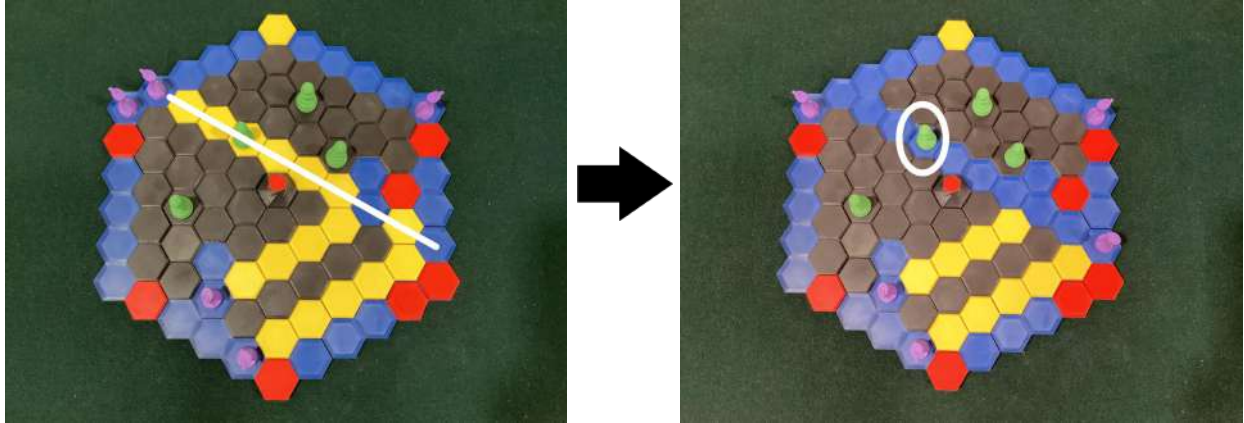
Tunneling Step 2: (Possible) Burst (if tunneled to Sand)

If your Serpent tunneled to Sand ⬡, the Serpent bursts through.
If there is an Islander on the Sand ⬡, the Serpent devours it. Remove a devoured Islander.

A Serpent tunnels to Sand ⬡, killing the Islander on it.

Serpent Turn Part 2: Lava Activation

Step 1: Burning

Place a Lava 🔴 under each Serpent on Water 🔵 that is next to 2 or more Lava 🔴.
Place a Lava 🔴 under each Serpent on Water 🔵 that tunneled through the Volcano or moved through Lava 🔴 in **Serpent Action**.

Serpents on Lava 🔴 will be killed and changed into Stone ⬤ or Sand 🟡 in **Phase 3: Death**, depending on the Serpent's position.

Step 2: Lava Vaporization

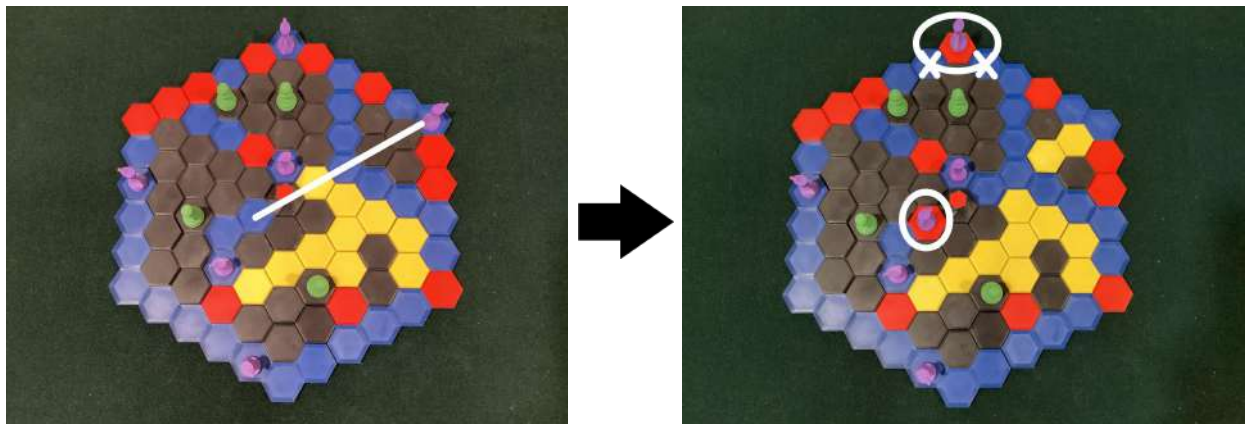Remove all Lava 🔴 a Serpent moved through during **Serpent Action**.

Step 3: Lava Merging

Remove all empty Lava 🔴 adjacent to all tiles with a Serpent on Lava 🔴.

A Serpent tunnels through the Volcano.
*In **Burning**, Lava 🔴 is placed under it and the Serpent adjacent to 2 Lava 🔴.*
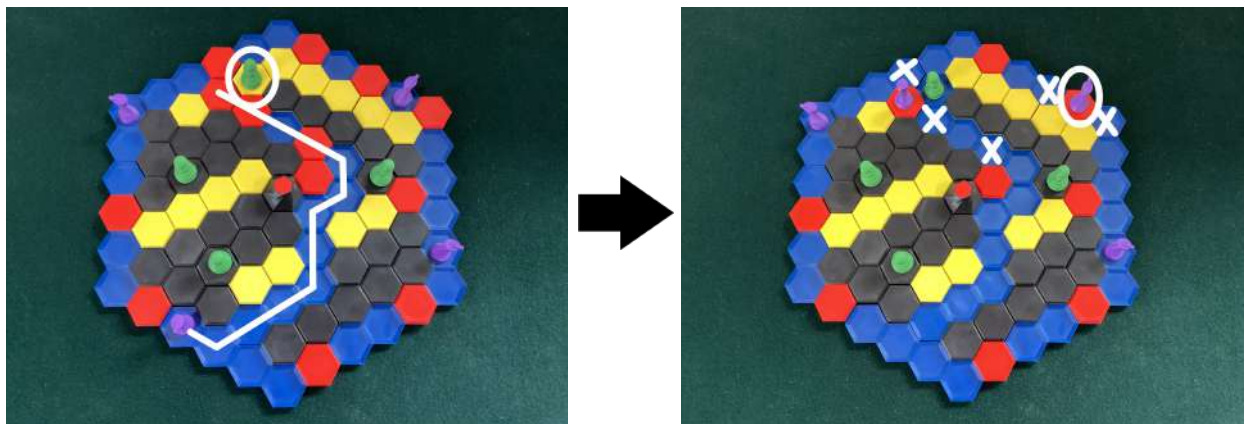*X marks where Lava 🔴 is removed in **Lava Merging**.*

A Serpent swims through Water 🔵 and Lava 🔴 to bash the Sand 🟡 under an Islander.
*That Islander will drown in **Phase 3: Death**.*
*Lava 🔴 is placed under the circled Serpent in **Burning**.*
*X marks where Lava 🔴 is removed in **Lava Vaporization** and **Lava Merging**.*
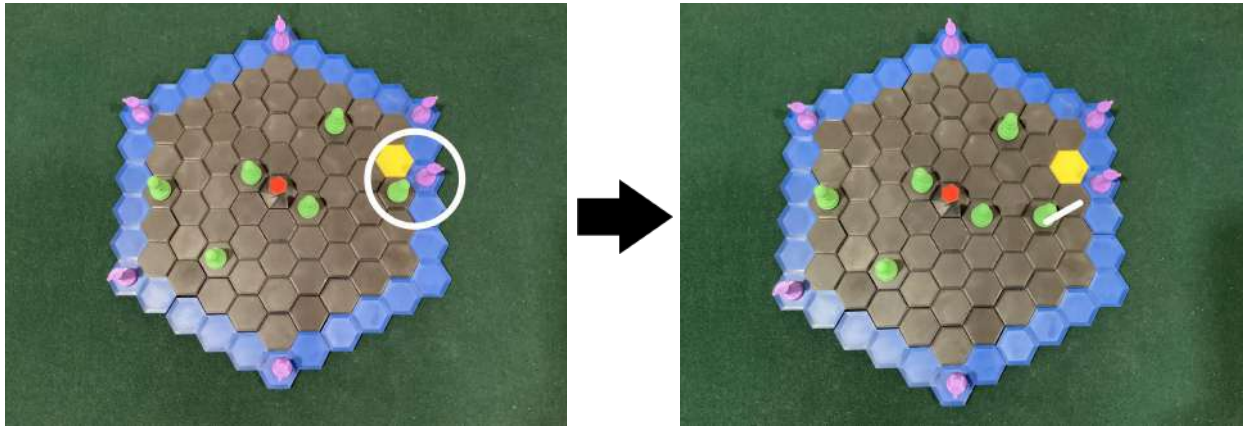
Phase 2: Islanders Turn

Islanders Turn Part 1: Islander Movement

Islander player: choose 1 Islander on Sand 🟡 or Stone ⬤ and move it onto an adjacent tile unoccupied by another Islander. If there are no Islanders on land, Serpents immediately win.

An Islander that moves onto a tile with a Serpent is devoured.
Remove a devoured Islander.

An Islander that moves onto empty Water 🔵, empty Lava 🔴 or the Volcano will drown or be incinerated in **Phase 3: Death**.

An Islander moves away from a Serpent threatening to chomp.
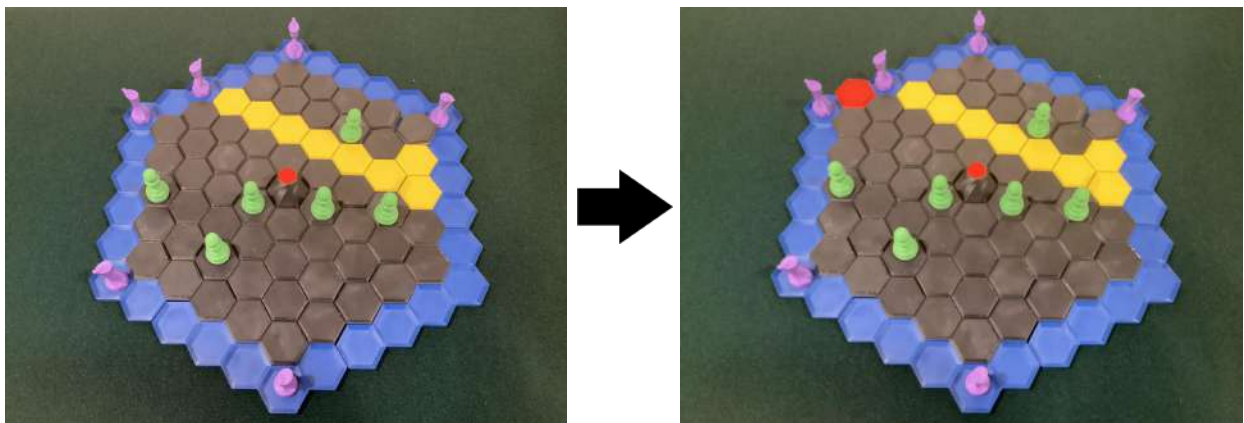

Islanders Turn Part 2: Volcano Eruption Control

Islander player: place 1 Lava 🔴 on an empty Water 🔵.

Lava 🔴 is placed to attack Serpents.
*Serpents next to 2 or more Lava 🔴 will be burned in **Lava Activation**.*

Phase 3: Death

Death Part 1: Drowning & Incineration

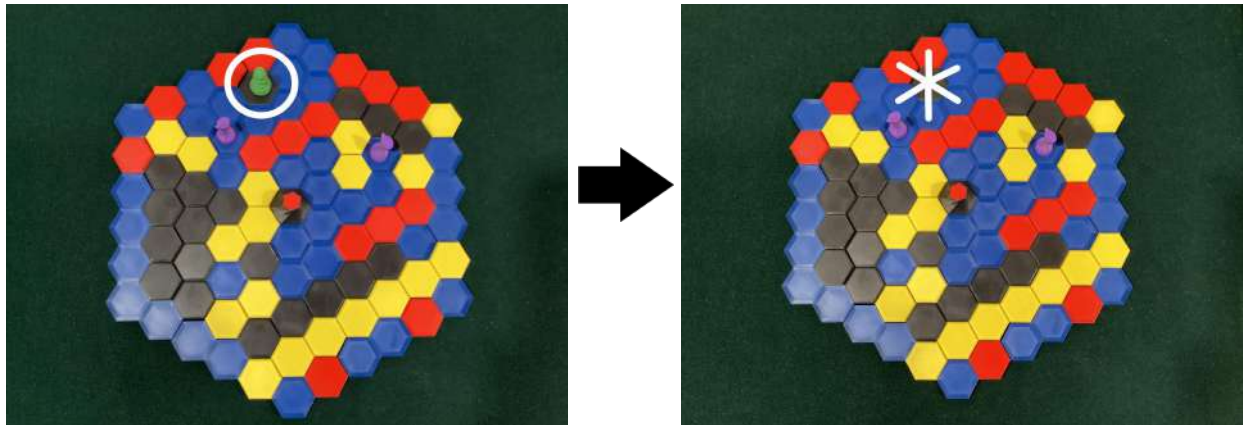Remove all Islanders on Water 🔵, Lava 🔴 and the Volcano.

Death Part 2: Check For Serpent Victory

Serpents win immediately if no Islanders remain on the board.

*The last Islander is forced to move onto Water 🔵 or Lava 🔴 in **Islander Movement**.*
*That Islander is removed in **Drowning & Incineration**.*
Serpents are victorious.

Death Part 3: Land Formation

From each tile where a Serpent is on Lava 🔴, remove that Serpent.
Remove that Lava 🔴 and replace with Sand 🟡 at the edge of the board, Stone ⬤ elsewhere.
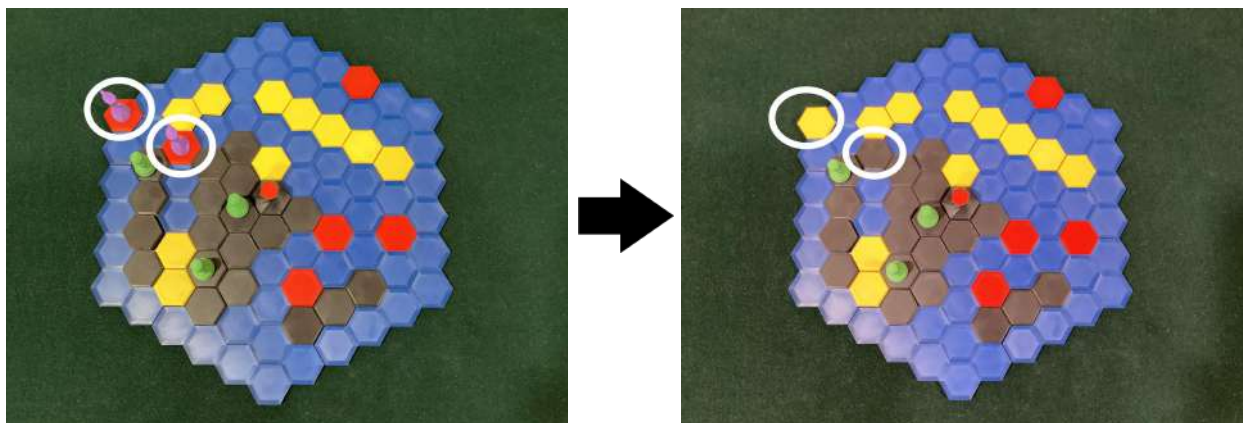
Death Part 4: Check For Islander Victory

Islanders win immediately if no Serpents remain. Otherwise, start **Phase 1: Serpents Turn**.

*The last Serpents are burned by Lava 🔴 in **Lava Activation**.*
*The Serpents are changed into Sand 🟡 and Stone ⬤ in **Land Formation**.*
Islanders are victorious.

Credits

Design
Anthony Broussard
https://boardgamegeek.com/user/quantumpotato

Production
Donald Sayers
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Mark M
https://www.printables.com/model/29853-chess-set

Editing
Ainokaisa Koivula
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Inspiration & Development
In the 2nd round of the 2021 Board Game Workshop Contest, I came across Robert Elliot's
Coral Clash entry. I volunteered to coach his game and we organized a playtest with Chris
Cauley & Arvi Teikari. The four of us spent hours playing, discussing and enjoying Robert's
game that would advance on to become a finalist in the contest.

During closing thoughts, Arvi asked "what if" sea monsters existed and moved asymmetrically in
the water surrounding a crumbling island. I experimented with a prototype that evening. Over
time, we playtested and refined Lava Leylines with Chris leading development.

Robert Elliot
https://www.youtube.com/watch?v=0BQM5_vbEBQ

Arvi Teikari
https://hempuli.com/

Chris Cauley
https://unrest.io

Arenas
The Board Game Workshop https://theboardgameworkshop.com/
Fountainhead Taproom Game Night https://fountainheadtaproom.com/
Oddstory Board Game Events https://www.oddstorybrewing.co/
Chattanooga Board Game Events https://facebook.com/gameonchattanooga
Board Game Geek https://boardgamegeek.com/forum/974620/bgg/design-contests
Virtual Playtesting https://virtualplaytesting.com/
ProtoCON https://www.bgdg.games/
ProtoATL https://www.protoatl.com/