



2-Player Abstract Strategy Game
by The Hexagon Games

Contents

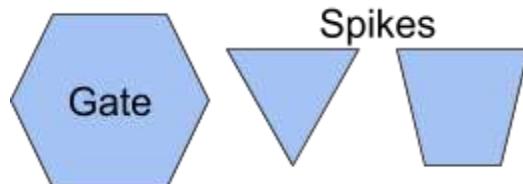
Game Board

12 Pieces in 2 Colors:

4 Gates

4 Triangle Spikes

4 Trapezoid Spikes



Object of the Game

Score all of your Spikes by getting them to your Gates.

Setup

Lay out all 12 pieces so both players can see and reach them.

Place the board between both players.

Placement

In the first part of the game, players will create a game board by taking turns placing pieces onto empty spaces. Red places first.

On your turn to place, pick **any piece, even an opponent's piece**, and place it onto any empty space on the board.

When all 12 pieces have been placed, Placement ends and Movement begins.

Movement

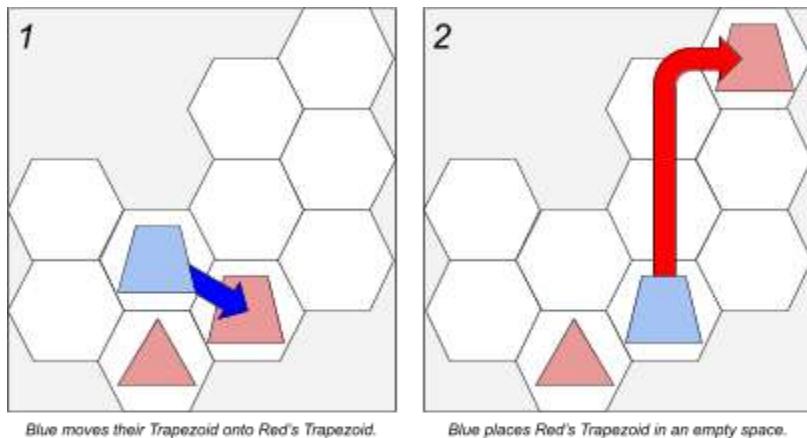
Players now attempt to move their Spikes to their Gates while blocking their opponent.

The last player to place in Placement gets to move first in Movement.

On your turn in Movement, pick any one of your Spikes and move it one space in any direction.

Trapezoids can **land on enemy spikes** to move them to any empty space.

Triangles **move two spaces** instead of one.



Scoring

When you move one of your Spikes into one of your Gates, the Spike is scored, removing it from the game.

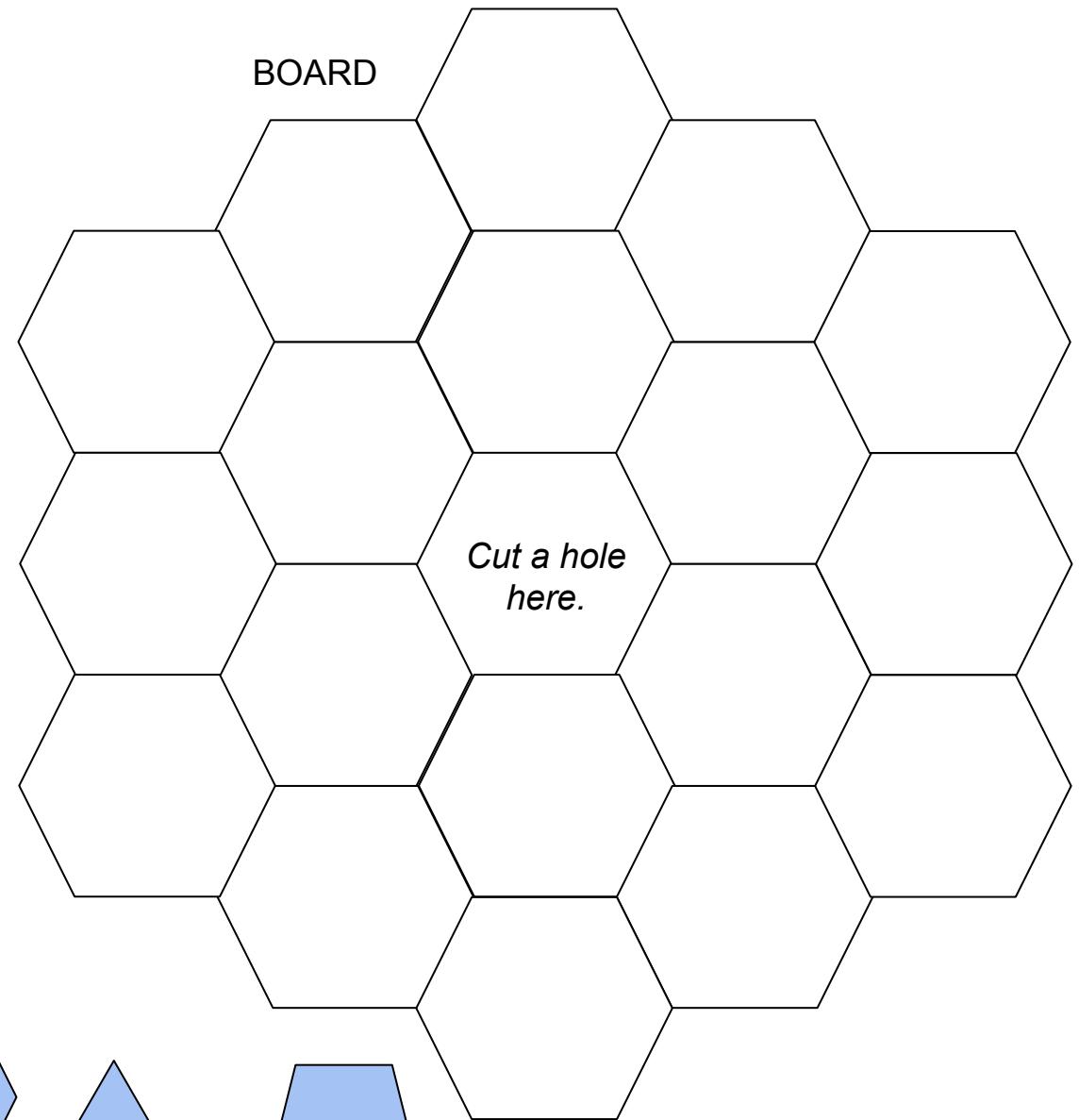
After scoring, your opponent may then relocate the Gate that you just used, placing it on any empty space.

Your Spikes can't move onto your opponent's pieces (except for Trapezoids, which can land on enemy Spikes).

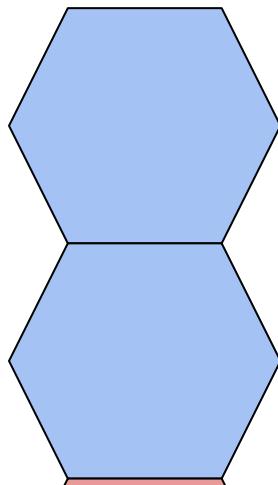
Continue moving and scoring Spikes in turns.

Once a player has scored all four of their Spikes, they win!

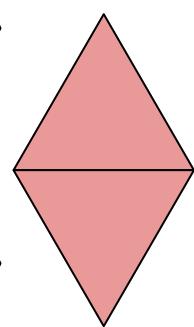
BOARD



GATES



TRIANGLES



TRAPEZOIDS

