



RULES OF THE GAME

INTRODUCTION

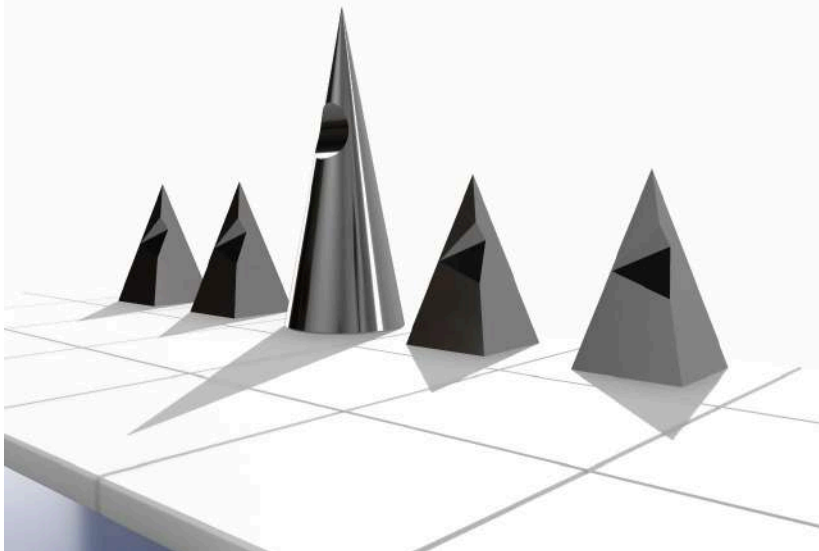
This is the latest game from the inventor of the board game ALTAR, and the three-dimensional game AXIOM. This new game called C1 is a Chess-style game.

An abstract strategy game where two players manoeuvre 10 immortal elements in a duel to capture a Cone. With a creative twist to the form, the playing pieces all remain in play while the play space shifts and gradually disappears.

Inspired by the dual-level thinking & geometry of ALTAR, allied with the cube mechanism created for AXIOM transferred from a 3D to a 2D world. In Axiom the playing cubes are moved and can be taken. With C1, the squares can be moved and also be eliminated.

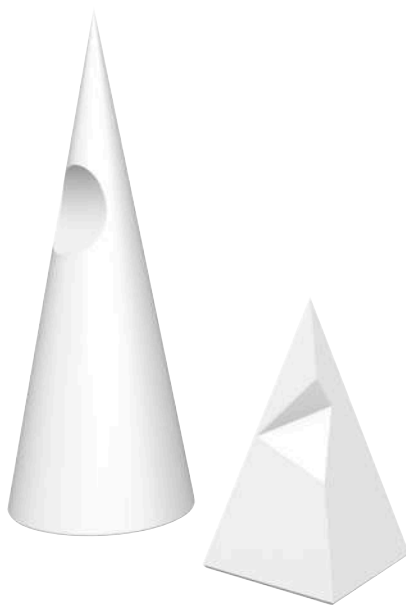
An exciting new landscape, where numerous strategic possibilities can be explored. C1, with a relatively simple objective, uses the integration of shape, rule & colour to achieve the optimum balance between freedom & restriction.

Average game time 30 minutes. The name C1 can be expressed as C-one or Cone.



C1

Invention, design & production
Michael Seal



C1 abstract game rule booklet
First edition UK English language version
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C1

SETTING UP THE GAME

The **C1** game board is made up of 42 square **Tiles**, with a central physical recess dividing opponents. The perimeter **Tiles** are fixed, however the central **Tiles** are free to slide within this recess — the **Void**, opening a bridge to your opponent and creating alternative strategies.

Each player has one **Cone** & four **Pyramids**, plus the ability to move almost half of the playing surface — their **Tiles** within the **Void**.

*figure 1 is a photo of **C1** after a **Tile** move & a **Cone** move. figure 2 illustrates the **C1** game board with the 10 playing pieces in the start position, so a new game can begin.*

ORDER OF PLAY

Choose to represent a colour, and alternate turns. Black starts, and each turn a player can choose to move either a **Cone**, a **Pyramid** or a **Tile** of their OWN colour. A move must always be made.

TO WIN THE GAME

The object of the game is to surround your opponent's **Cone** on four sides (orthogonal NOT diagonal), that is the front, back, left & right side of the **Cone**. The first player to surround their opponent's **Cone** in this way WINS the game.

A **Pyramid** and a **Cone** of ANY colour (that includes the opponents pieces), the **Void** or an **Edge** are all elements that can be employed to surround a **Cone** — The **Cone** & **Pyramid** pieces can NOT be eliminated in this game. Only movement space (as in a **Tile**) can be eliminated, so as space disappears, the danger of losing increases. The game can be lost if a **Cone** becomes surrounded by the **Void** alone, as well as any combination of all nine other playing pieces. In a case where both players' **Cones** are surrounded at the end of a move, then it's a draw.

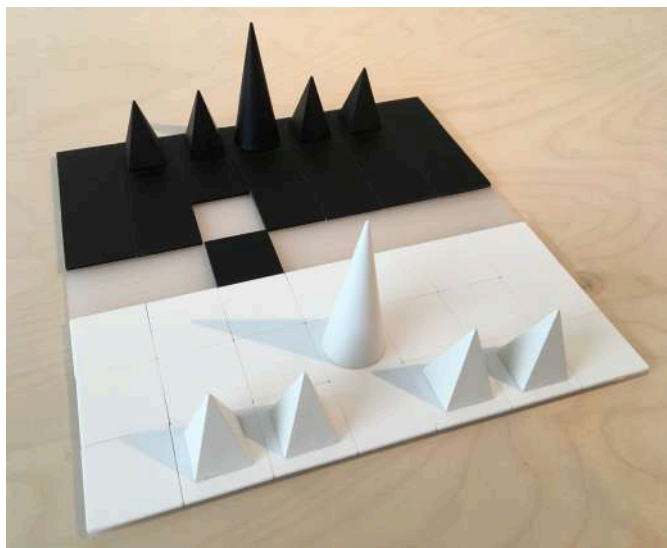


figure 1

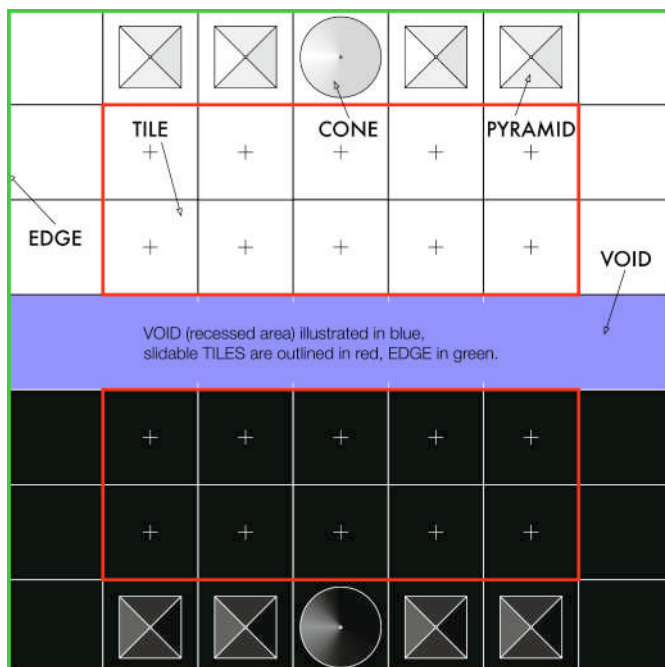


figure 2

C1

MOVING A CONE

The **Cone** with a circular base, can move in all eight directions, one direction per turn. Note, the **Cone** piece can only move ONE space when moving orthogonally (forward, backward, left, right). However, when moving in a diagonal direction, the **Cone** can move ANY number of spaces in a straight line until an obstruction* is reached.

*figure 3 illustrates within context where the white **Cone** can move. Outlined in red the **Cone** can move to any of the eight **Tiles** marked by a red dashed circle.*

MOVING A PYRAMID

The **Pyramid** with the square base has two different types of move. It can only move in one of these ways per turn, NOT a combination of the two.

MOVE A: A **Pyramid** can move one space in one of the four orthogonal directions per turn: forward, backward, left or right. With this move the **Pyramid** is unable to pass beyond an obstruction.*

MOVE B: A **Pyramid** can jump in the four orthogonal directions: forward, backward, left or right. However it can only jump when there is an obstruction* to jump over and there must be an unoccupied **Tile** to land on, directly beyond that obstruction. A **Pyramid** can make any number of valid jumps per turn, and can change direction after each individual jump. However, a **Pyramid** is NOT allowed to jump over a double obstruction — more than one playing piece — or more than one **Void** square. A **Pyramid** can NOT jump diagonally.

*figures 4 illustrates where the white **Pyramid** can move. Outlined in red this **Pyramid** can move to any of the seven **Tiles** with the red dashed squares, the numbers represent jumps taken in a single turn.*

* Within the game an obstruction is represented by a **Cone**, a **Pyramid** or a **Void** (The **Void** being the recessed areas). The **Edge** of the board is not an obstruction as such, but an obvious limit to play, plus an important part of the WIN formula.

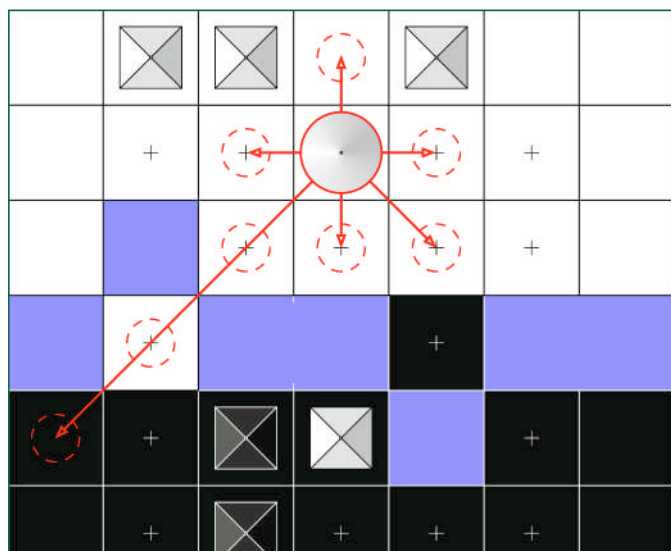


figure 3

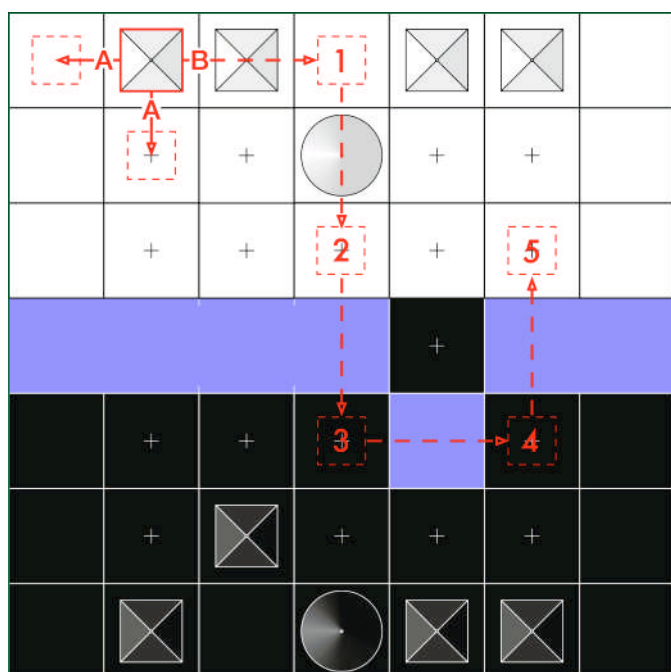


figure 4

C1

MOVING A TILE

Each player has 10 slidable **Tiles**, directly in front of, and a similar colour to their **Cone & Pyramids**. As a turn, a player can choose to slide a single unoccupied **Tile** to a new position. A **Tile** always moves within the **Void**, it can be moved in one of the four orthogonal directions. That is either forward, backward, left or right. A **Tile** can move any number of spaces in a straight line until another **Tile** is reached. A **Tile** is NOT allowed to change direction during a turn, NOT allowed to move diagonally, and multiple **Tiles** can NOT be moved in one go.

*figure 5 illustrates within context where a particular **Tile** can move to. Outlined in red the white **Tile** can slide to three possible new positions marked by a red dotted square. The black **Tile** can slide to five possible new positions marked by a red dotted square.*

ELIMINATING A TILE

Players can only move their OWN **Tiles**, but they can eliminate their opponent's **Tiles**. If a player is on an opponent's **Tile** — and at the end of a turn has moved to a **Tile** of their OWN colour — then the **Tile** they came from must be eliminated. For instance, if a white **Cone** or **Pyramid** is on a black **Tile**, and at the end of a turn that **Cone** or **Pyramid** has moved to a white **Tile**, then the single black **Tile** they were on at the start of their move will be eliminated, that **Tile** is taken out of the game.

*figure 6 illustrates **Cone & Pyramid** moves that result in a **Tile** being taken. If the white **Cone** moves to one of the two white **Tiles** marked with a red dotted circle, then the black **Tile** it moved from, outlined in green is taken out of the game. Alternatively if the black **Pyramid** jumps to position 1 or 2, then the white **Tile** it jumped from, outlined in green, is also taken out of the game.*

Note: The **C1** game board is available in Perspex, wood and other materials. Some editions have the 20 *slidable Tiles* marked with a cross as illustrated in this booklet. Other versions of **C1** may have their *slidable Tiles* with a hole in the centre or are without any *slidable* indicators.

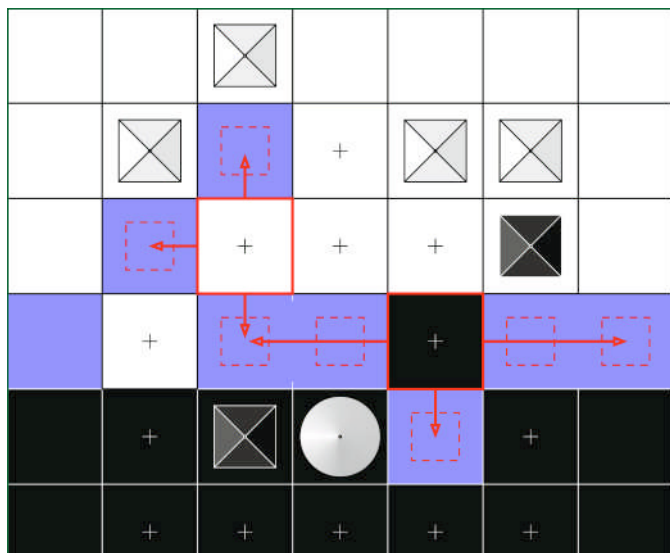


figure 5

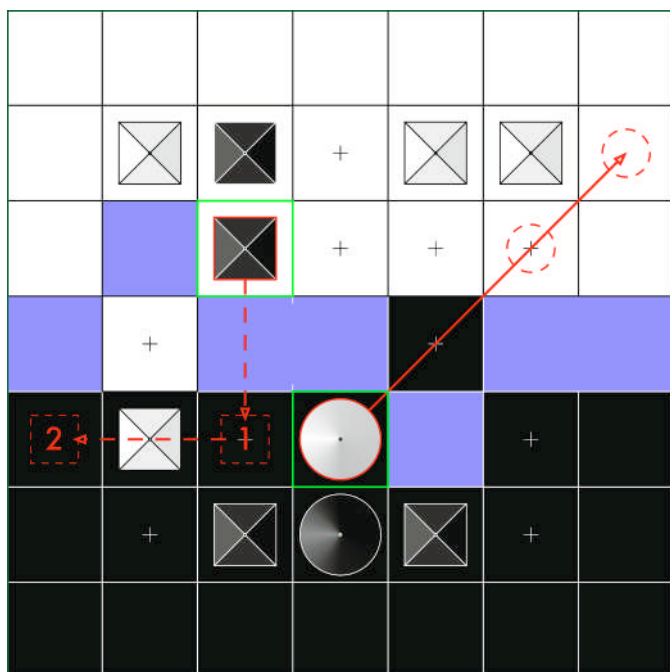


figure 6

END OF GAME EXAMPLES

To win the game you must surround on all four orthogonal sides your opponent's **Cone**. When a **Cone** is one move away from this scenario and you're about to win, your opponent is said to be under threat. If you are new to the game, it may be useful to inform your opponent that they are under threat. You do not have to point out where the threat is coming from, but it will encourage evasive action and can lead to better strategies, while stopping an accidental WIN.

Remember, a **Cone** can be surrounded by your opponents **Cone**, A **Pyramid** of either colour; ANY **Void** space and/or ANY part of the **Edge** of the board.

*figure 7 illustrates a move by a black **Pyramid** to WIN the game. If the black **Pyramid** outlined in red jumps to position 3, the white **Cone** will be surrounded by two **Voids**, a white and a black **Pyramid**. The game ends with black being declared the winner. Note: there are no moves that can stop a black win. Even if the white **Pyramid** moves off the C4 tile, it can be replaced by the black **Pyramid** on D4. Moving the white **Cone** to C3 or A5 will still enable black to win. The white **Pyramid** on A3 could move to A2, Blocking the black jump, however in this case the black can jump with another **Pyramid** on A6 to A4 to win the game.*

*figure 8 illustrates a definite win for the black: White to move, white **Cone** is under threat and no real escape. Try this layout yourself; there are a few alternative moves. If the white **Cone** moves to B6, the black **Cone** can move to C6, blocking an escape route. An ideal defence would be to move the D5 **Tile** forward to D4, blocking the route of the black **Cone**. Unfortunately the white **Cone** has to be moved. The white **Tile** at C4 can move to B4 or A4, to create a new escape route — but then the black **Pyramid** at D3 can jump to B5 blocking that escape route and also presenting a threat. Black is again one move away from a win. White has only one safe move, B7. Now if black **Pyramid** A5 jumps to A7, white is under threat, with 1 move, B6.*

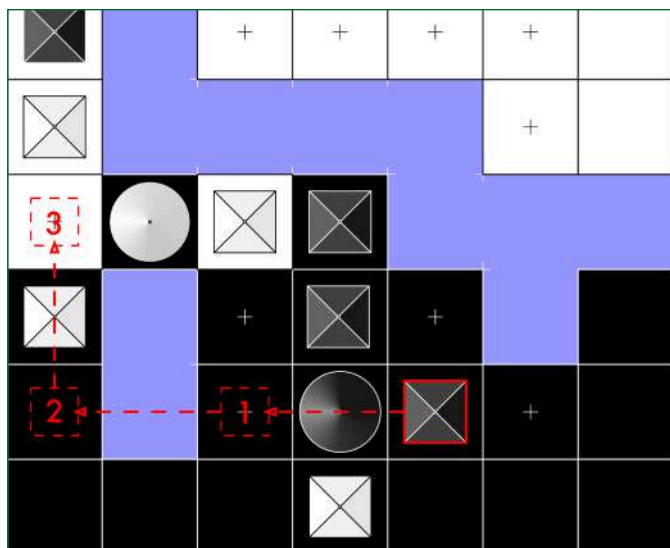


figure 7

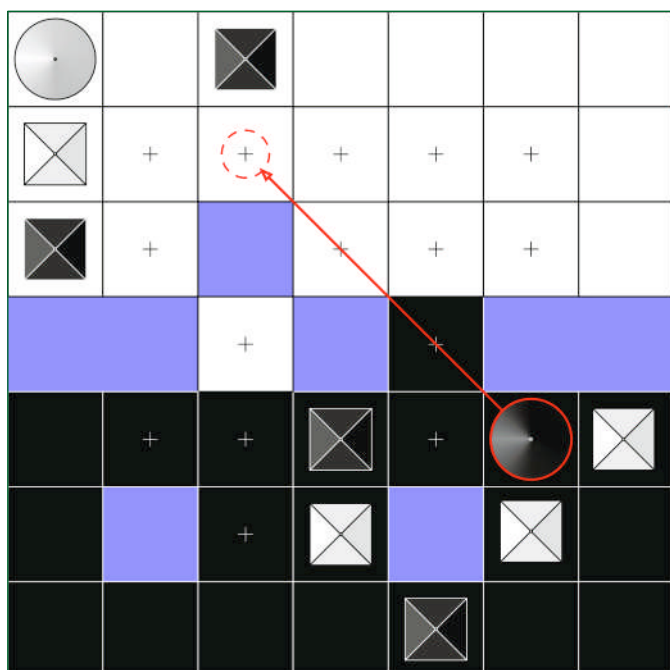


figure 8

C1

PLAYING TIPS & STRATEGY

A reasonable first objective is to swiftly move your **Pyramids** over to your opponent's side. Be creative with your positioning to enable multiple jumps within a single turn. To begin, move your **Cone** one space forward, to give your outlying **Pyramids** a three-jump move on their next turn.

Block the diagonals that provide fast escape routes for their **Cone**. Slide your **Tiles** to block your opponent's **Tiles** and take control of the central area of the **Void**. Or trap and eliminate your opponent's **Tiles**, to reduce their move possibilities.

Play the long game, carefully balancing your position over **Tile** elimination, or take risks with your **Cone**. Counter the unseen plans of your opponent by radically moving your **Cone**, maybe with a risky but effective move deep into your opponent's territory. Assisting a **Pyramid**, to end the game or by returning swiftly to capture a **Tile**.

Sliding your **Tiles** to trap your opponent's **Tiles** will reduce their control over the playing surface. Eliminating **Tiles** will permanently reduce their choice of moves, and also make their **Cone** more vulnerable.

*figure 9 illustrates three different end-of-game scenarios. The **Cone** pieces outlined in red have lost. END 1 - surrounded by a **Pyramid**, a **Cone**, an **Edge** and a **Void**. END 2 - by a **Pyramid**, an **Edge** and 2 **Voids**. END 3 - surrounded by four **Voids**. All of these examples could have been the result of a **Tile** move, to reveal the final **Void**.*

*figure 10 illustrates four moves into a new game. Move 1. — the black **Cone** moves one space forward. Move 2. — a white **Pyramid** moves one space forward. Move 3. — a black **Pyramid** jumps over a **Pyramid**, a **Cone**, and the **Void**, to land on the white territory. Move 4. — a white **Pyramid** jumps over three obstructions, landing on the black territory. Move 5 could be **Pf5.f1** to swiftly move a black **Pyramid** closer to the white **Cone**. Or **Tb4.b3** moving a **Tile** forward to bridge the divide, offering the **Cone** a diagonal move. — A possible surprise attack on the next turn. That **Tile** now advanced can make its next move along the divide to create other possibilities.*

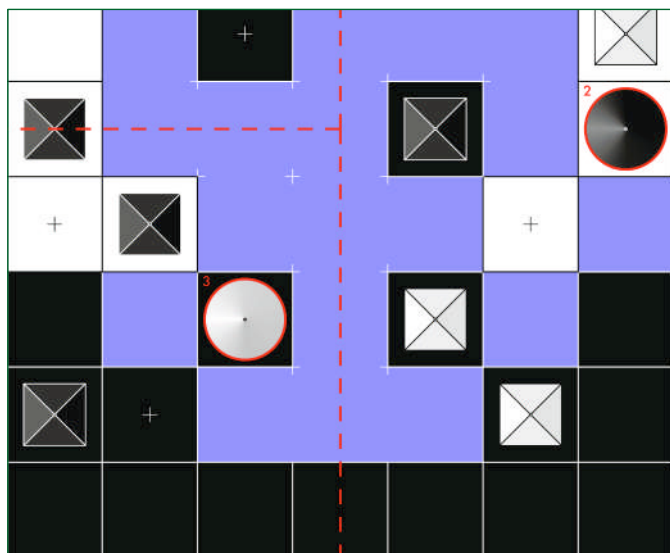


figure 9

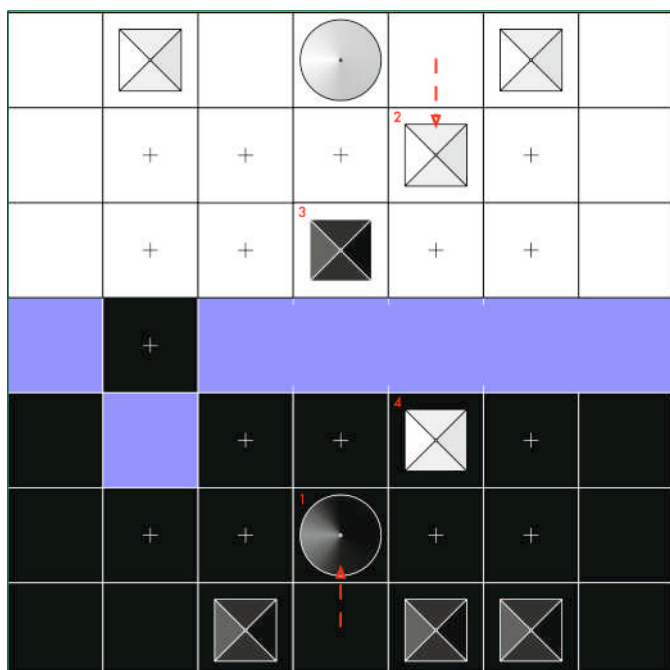


figure 10

C1

NOTATION FOR REMOTE PLAY

This **C1** notation can be used to send position coordinates to a player via email, text etc. It can also be used to record games in order to analyse, replay or keep records of your previous games.

Each move of a piece is indicated by the piece's uppercase letter, followed by the start position and the end position. For example, Cd1-d2 indicates the **Cone** at d1 moves to position d2. Pe1-e3 indicates the **Pyramid** at e1 jumps to position e3. Tb3-b6 indicates the **Tile** at b3 slides to position b6. When a piece move results in the elimination of a **Tile** an "x" is inserted instead of the normal dash, immediately after the start position. For example, Cd4xb2 indicates that when the **Cone** at d4 moves to position b2 the **Tile** at d4 will be eliminated, and therefore taken off the game board.

The letter "C" represents a **Cone**, "P" represents a **Pyramid**, and the letter "T" represents a **Tile**. Photos of the game at various stages, can be taken to avoid positional errors. Here is a 30 move example game. Black moves first, with a move for the Black and the White enclosed together by [square brackets]. An animation of this and other C1 games will be posted with analysis online.

[Black move, White move]

[Cd1-d2, Pe7-e6] [Pb1-d5, Pc7-e3] [Pf1-f5, Te5-e4] [Tb3-b4, Pe6-c2]
[Pc1-c5, Pc2xe4] [Pd5xd3, Te6-e5] [Pc5xa3, Pe3xg5] [Tf3-f4, Pe4-e2]
[Cd2-a5, Tb5-d5] [Tb4-b5, Tc6-c4] [Pd3-d5, Tb6-c6] [Pf5-f6, Pf7-e7]
[Tb5-b6, Pb7-b6] [Tb2-b5, Pe2xa6] [Ca5-b5, Pa6-a5] [white WINS].

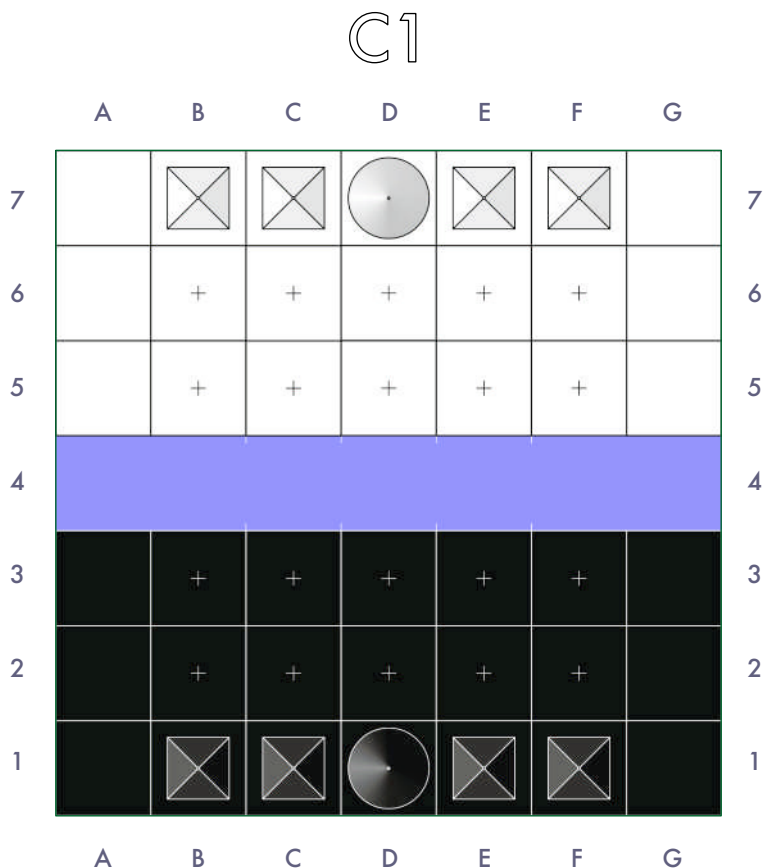


figure 11, above illustrates the notation layout for a C1 board.

FURTHER INFORMATION

For rule queries, observations, feedback or other information please email: C1@lumicube.uk — International reviews and contact with other players of C1, Axiom or Altar search BoardGameGeek.com Facebook search C1 game players, or play C1 at abstractplay.com

C1 is currently available in two versions: Perspex (black & white) or wood (Maple & Walnut). Find us at LUMICUBE.COM (Etsy), or LUMICUBE.UK (SumUp shop).



LUMICUBE.UK