

POTENTIAL™

AN ABSTRACT STRATEGY GAME OF CHARGED PARTICLES FOR TWO PLAYERS.

THE GAME

AIM

In Potential, two players compete to be the only player with pieces still on the board. Pieces are removed when they are drained (reduced to zero), or when they are overcharged (increased to seven.) If a player has no pieces left on the board, their opponent wins.

COMPONENTS

To be able to play this print and play version of the game, you will require the following:

- A printed out gameboard (see the png file included with these rules)
- 8 six sided dice in one colour
- 8 six sided dice in a different colour

WORDING

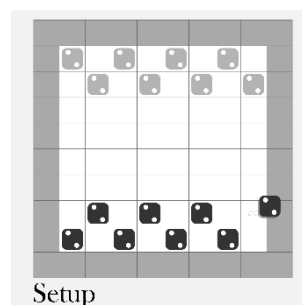
For the remainder of these rules, the following wording will apply:

- Dice will be referred to as **pieces**
- The value on the uppermost face of a piece will be referred to as it's **charge**

SETUP

- Each player takes a set of 8 pieces in one colour
- The board is placed between the players, with the marked spaces towards the players
- Each player places their pieces on the marked spaces nearest to them, with their charge set to 2

The player who most recently received a static shock will be the first player, we do not recommend intentionally shocking yourself just to go first!



Setup

GAMEPLAY

Gameplay is taken in turns. Starting with the first player, players take turns activating a piece in their colour, and moving it around the board. If at any time a player's final piece is removed from the board (for any reason) the game ends, with the other player as the winner.

ACTIVATING A PIECE

On your turn, you must first resolve any of your pieces in the Entropic Edge [\[see The Entropic Edge\]](#), and then must choose any one of your pieces to activate for that turn. You may not skip your turn, unless you are unable to make any moves. Once you have begun to use a piece that piece will be the active piece for the remainder of your turn.

You must take a number of moves [\[see Sliding, and Jumping\]](#) equal to the charge of the active piece. If the charge of the piece increases during your turn [\[see Swapping Charge\]](#) the number of moves required increases also.

Your turn ends when your count of moves is equal to the present value of your piece.

SLIDING

The active piece may slide to any square that is orthogonally or diagonally adjacent to its current location.

JUMPING

The active piece may jump another piece (of either colour) that is adjacent to it, either orthogonally or diagonally, if there is an empty square beyond the jumped piece. After making a jump, proceed to [Swapping Charge](#).

SWAPPING CHARGE

After jumping another piece of either colour, a point of charge is moved from the jumped piece to the jumping piece. To do this, simply rotate the jumping piece so that the displayed charge is one higher, and do the same for the jumped piece in reverse.

If a piece would increase its charge beyond 6, or decrease its charge below 1, they are removed from the board [\[see Removing Pieces\]](#).

REMOVING PIECES

Following a jump action, if the jumping piece would increase its charge beyond 6, it becomes overcharged and is removed from the board.

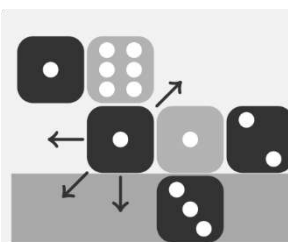
Similarly, if a jumped piece (or a piece in the Entropic Edge [\[see The Entropic Edge\]](#)) would have its charge decreased below 1, it becomes drained and is also removed.

Overcharging and draining occurs regardless of who's piece is jumped, or whether drain was caused by the Entropic Edge board feature [\[see The Entropic Edge\]](#).

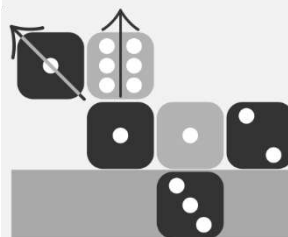
THE ENTROPIC EDGE

The outer edge of the board, the section with the patterned spaces, is called the Entropic Edge; the outer shell of the game world where charge can bleed off into other places.

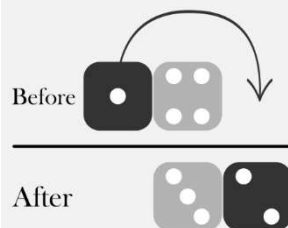
At the beginning your turn, before choosing a piece to activate [\[see Activating a Piece\]](#) you must reduce the charge of each of your pieces currently located in the Entropic Edge by 1, and remove them if necessary, in the same manner as shown above [\[see Swapping Charge\]](#).



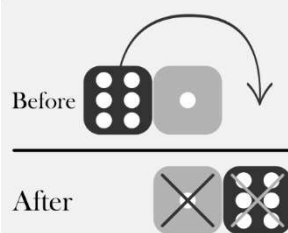
Legal slides



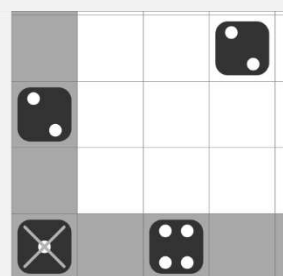
Legal jumps



Swapping charge



Drained and Overcharged pieces



Pieces in the Entropic Edge

EXAMPLE

- You activate a piece with a charge of 2
 - You make a slide to an adjacent square
- You must now make a second move to match the piece's charge
 - You jump an opponent's piece, removing it from the game and increasing your charge to 3
- You must now make a third move to match the piece's new charge
 - You make a final slide, bringing the total number of moves taken to 3; your final charge

GAME END

The game ends when a player's final piece is removed from the board, with the other player as the winner.

The game also ends if neither player can take a valid action with any of their pieces, with the game ending in a draw.

For a quicker and less intensive game, you may wish to agree on a set number of pieces to be removed instead: for instance, the game may end when a player has had 6 of their pieces removed from the board.

FAQ

Q: CAN I JUMP BACK AND FORTH OVER THE SAME PIECE?

A: Yes. The basic rules for jumping must always be followed, but there is no restriction to jumping over the same piece. This may be a good choice for quickly draining an opponent.

Q: CAN I JUMP ONE OF MY OWN PIECES?

A: Yes. Again, the rules for jumping must still be followed, but you can jump your own pieces. In fact, this may also be a strong strategy, either for distributing your charge between your pieces, or sacrificing one to make another stronger.

Q: CAN I RETURN TO THE SAME SPACE I JUST SLID FROM

A: Yes. This “holding” strategy may be useful, but offense is the key to victory!

Q: WHAT HAPPENS IF I OVERCHARGE MY FINAL PIECE BY DRAINING MY OPPONENT’S FINAL PIECE?

A: This would force a draw, as both pieces are removed at the same time. However, you don’t need to do this, as you can use the Entropic Edge to reduce the charge of your piece before going for that final take.

THANKS AND LEGAL

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