

ETHERFALL



Set Up

Place the player piece on an entrance platform

Shuffle and place a platform tile on each hex, number values face up

Place a fuel marker for each player on 10 to start.

Turn Structure: Players alternate turns. On their turn, a player must move their token to a new empty platform.

Movement Rules:

Players may move in any direction.

Players begin with 10 fuel units.
Each hex traveled costs 1 fuel unit.

The platform they leave disappears (remove its tile from the board).

When landing on a new platform, adjust fuel according to its value.

Winning the Game:

The last player with fuel and available movement options wins.

If both players are immobilized, the player with the highest remaining fuel wins.

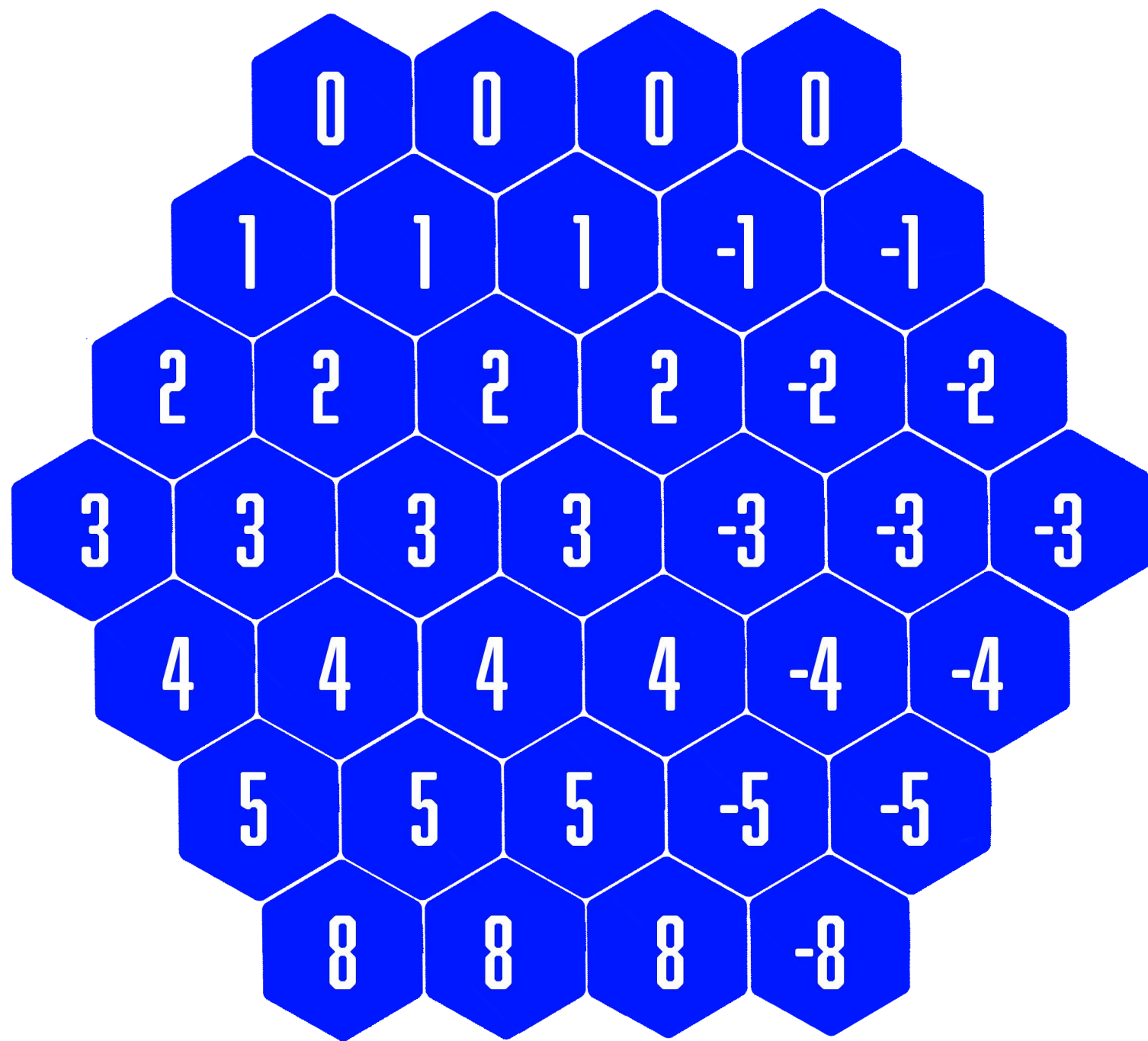
Strategy Tips

Plan ahead: Moving too aggressively may leave you stranded.

Control resources: Try to land on platforms with positive fuel values.

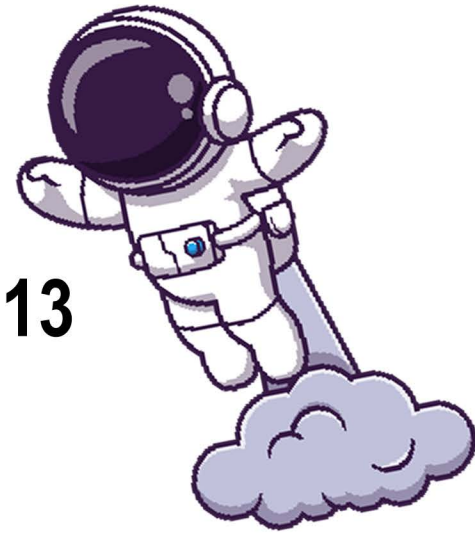
Block opponent: Force them onto negative fuel tiles when possible.

Adapt: No two games will be the same due to randomized platform values.

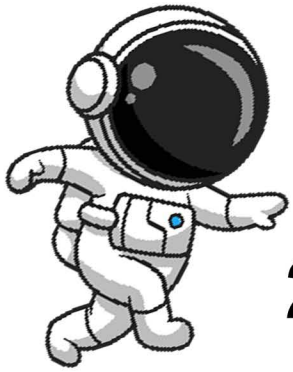


FUEL TRACKER

1 2 3 4 5 6 7 8 9 10 11 12 13



14 15 16 17 18 19 20 21 22 23 24



25 26 27 28 29 30 31 32 33 34 35

