



SXYZM

Strategic Three Dimensional Movement

CYCLONE

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Setup:

The game board card flat surface with 2 color side up for 2 player and 4 color side for 2-4 player. The game board contains spaces for each player color and a base for each player. Players will fill the first 5 spaces from their base with their cubes.

The fives spaces nearest to the blue player base would each have one blue cube, while the fives spaces nearest to the yellow player base would each have one yellow cube.

Playing the Game:

During a turn, a player will roll one six-side die. The value on the die represents the number of actions a player can take.

For each action, a player moves one cube of their color one space towards another base. If a player color is not used during gameplay, player must proceed down paths of player colors used in gameplay.

Blue player rolls a two, blue player has two actions. For the first action, the blue player moves one blue cube one space towards the yellow base. For the second action, player may move the same blue cube or another blue cube one space closer to the yellow base.

If playing a game with players of blue, yellow, green and there is not a red player, blue player can move towards the green or yellow bases, but not down the path to the red base.

If player moves a cube to a space with another cube, the player places their cube on top of existing stationary cube to create a stack. While in a stack, only the cube on top of may be moved. If player does not have an available cube to move, that player will not be able to use their actions on their turn. If player moves a cube to a space with two or more cubes in a stack, the player places their cube on to top of existing stack and moves the entire stack three spaces towards their own base.

If blue player moves a blue cube to a space with two yellow cubes, blue player places blue cube on top of stack and moves stack three spaces towards the blue base.

If movement of a stack proceeds to a space with another existing cube or stack, the player places the moving stack on top of existing cube or stack. This new stack moves three more spaces towards their base. The process continues until the stack reaches an empty space. Only the initial cube movement will count as an action, the process of moving stacks is part of the initial action, and does not count as a separate action.

If the new space after movement has more cubes added to bottom of the stack, the stack will move three more spaces towards the blue base. The process continues until the stack reaches an empty space. This counts as one action for blue player.

All cubes within a player's base exist independent from the other cubes and stacking rules do not apply in a player's base.

If a yellow cube enters the blue base, it does not affect the other cubes present and is not in a stack.

For any cube in the base of the same color, treat the base as the last game space and cubes cannot retreat further. Any cubes within the base of a different color, are treated at the finish line and are no longer active participants in the game.

If a blue cube moves backwards from moving stack, the cube cannot go backward any further than the blue base and will instead remain in the base. The blue player will need to use an action to move the cube from the base to the first space.

If a moving stack moves into a player base with cubes of the other player, the cubes for the other player have made it to the player base.

If blue player moves stack with two yellow cubes to the blue base, the two yellow cubes have crossed the finish line and are no longer active. Blue player will still need to move the blue cubes from blue base to the yellow base.

Winning the Game:

For two players, player must move all five of their color cubes to the other player base to win.

For two players, blue player must get all five blue cubes to the yellow player base.

For three players, player must get three cubes in a single base or 2 cubes in each base.

For three players with blue, yellow and green players, blue player needs to get three cubes into the yellow base or into the green base or may also win with two cubes in each of yellow and green bases.

For four players, a player must move three cubes in a single base or one in each base.

For four players, blue player needs to get three cubes into the yellow base, or into the red base or into the green base or may also win with one cube in each of the yellow, red, and green bases.





