



Abstract Strategy Game  
Asymmetric Gameplay



SA0021

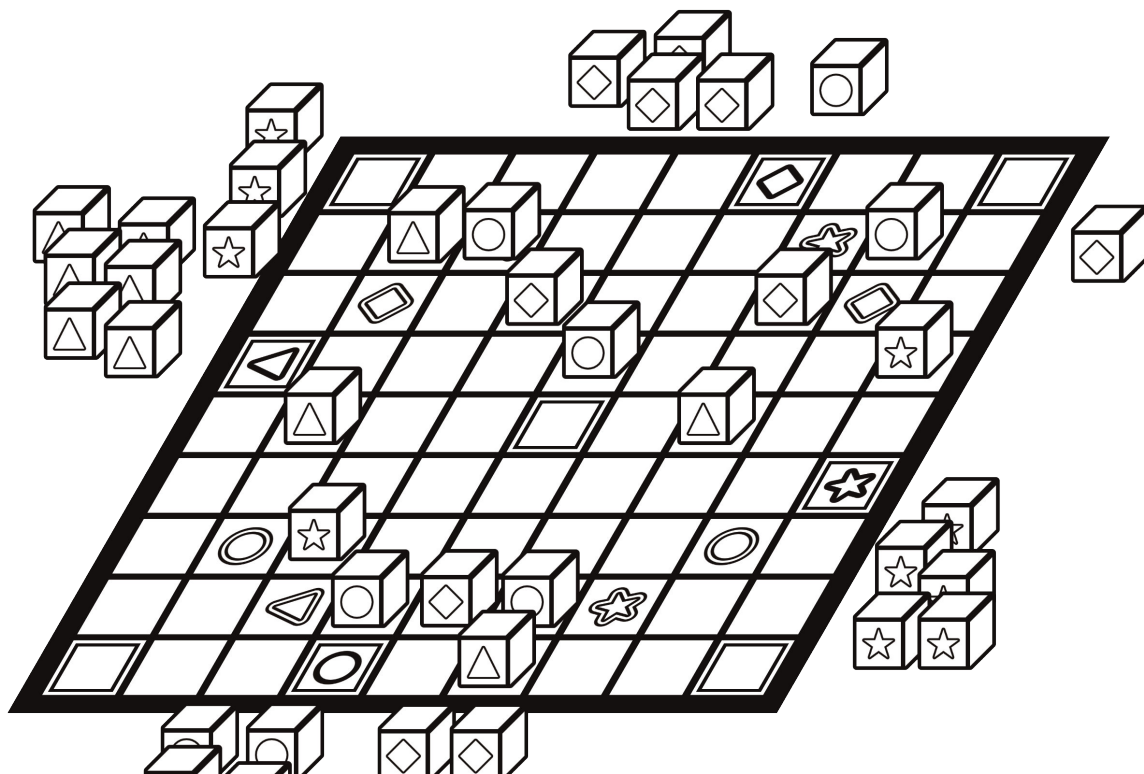
# SA0021: UNNAMED TITLE

## Game Materials

- Main Game Board
- 40 Player Pieces in 4 Colors
- Deck of 60 Cards with
  - 15 Ability Cards and
  - 45 Game Cards
- 1 Rulebook

SA0021 is a game for 2-10 players of inter-player strategy. Each player has a unique objective and attempts to prevent the other players from completing their objective. Objectives consist of getting multiple pieces into a base, but it varies by which color pieces and which base. This game only has four colored game pieces, so players may not be the only ones moving that color.

Players will discard cards from hand to move their pieces orthogonally toward their objective and redraw to three cards at the end of their turn. Some of the drawn cards may have unique abilities to help players complete their objective faster. Players may have multiple abilities that vary from a slight boost to completely game breaking. Some allow faster movement, some allow pieces to warp, some give additional objective spaces to get into a base, and some increase the player interaction.



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