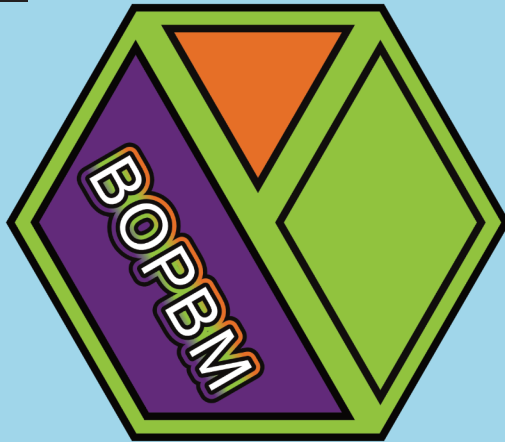




SU008



Game Includes:

1 Rulebook

In Ten Player Colors:

4 Base Hexagons

48 Triangles

16 Rhombuses

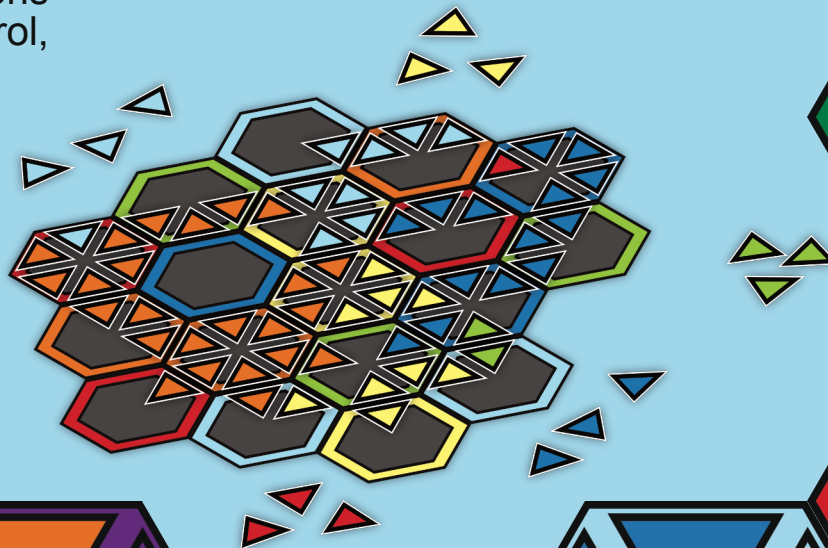
8 Trapezoids

4 Hexagons

**Conquer until your
hearts' content.**

A simple geometric territory battle game or so we thought. This can be learned quickly, but mastering is another thing altogether. The game consists of hexagon spaces and triangle ties in each player color. Hexagons are randomly placed for a board and each hexagon may contain 6 triangles. Players can only influence spaces within contact of their own color triangles. Win by controlling all hexagons of your color.

Players can place or attack. In an attack, both the attacker and defender roll a D12 die, the higher number is the winner. Defender wins ties, but if they lose, they must remove the triangles equal to the difference in dice. If your attacker rolls a 12 and you roll a 2, you must remove 10 connected triangles from the board. If you have multiple hexagons under your control, you'll get to re-roll.



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