



Sell Sheets

Classifications & Identifications

SU000

SXYZM UNIVERSE

A series of "Growing Games" for players to develop confidence in attempting complex rulesets of other advanced or modern games. Games within the series have multiple rulesets with variations in difficulty and two or more games in the series may be combined to make a larger more complex game. Advanced players may combine multiple games to explore mechanic combinations.



SA0000

STAND ALONE

A game developed based on a specific mechanic or theme. Some stand alone games may have expansions.



Player Age

A000

FRANCHISE

A series of games with the same theme or series of themes.



Player Count

PNP0000

PRINT & PLAY

A game with a Print & Play version that may be downloaded from the website for use. Downloading a Print & Play game may be subject to certain terms and agreements.



Game Time



Inter-Playable Game Series
 Explore Mechanic Combinations
 High Versatility Game Series



Sxyzm Universe

- Sxyzm - Simple Racing
- Ecwem - Card Deck
- SU003 - Resource Management
- SU004 - Dice Engine
- SU005 - Enemy Avoidance
- SU006 - Player Obstacle
- SU007 - Worker Placement
- SU008 - Territory Battle
- SU009 - Market Manipulation
- SU010
- SU011
- SU012

The Sxyzm Universe is a series of family games that start with simplified rulesets. Each game is designed to grow family gamers using a specific mechanic into more competitive and complicated games through a blend of the base mechanic with other compatible mechanics. As an example, Sxyzm starts a simple racing game with pieces racing from starting gate to the finish line. After each play-through, players add rules to make the game more complex and, eventually, into a decision based player interaction game.

The games within the Sxyzm Universe are playable as standalone games or as expansions to each other. The complete series can be played as a single tabletop game. The combination of Sxyzm and Ecwem allows players to move pieces to colors from the discards during the card game. The combination of Sxyzm and SU003 allows players to obtain resources to move game pieces to colored spaces. The combination of SU003 and SU009 allow players to mine for resources while causing market surpluses and shortages to win.

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**Note: SU000 is a tag number for identity purposes. Some of the games using this tag may already have names, but are not yet finalized or protected.*





Competitive Simple Racing Game

Learn As You Go Ruleset

7 Billion Rule Variations



SU001



SXYZM



Strategic Three Dimensional Movement

Game includes:

- 1 Double-Sided Game Board
- 10 Colored Player Pieces
- 1 D6 and 2 D12s
- 180 Color Cards
- 60 Sxyzm Cards
- 10 Freeze/Lock Player Tokens
- 1 Rulebook
- 1 Beginners Guide

Start with the base game and keep adding rules until it becomes something completely different. The basic form is a single game path whereby players move forward by a six-sided die. Next you allow opponents to stack on other players to prevent turns and follow it up with changing the spaces on the game path to move players around the board. You make the players move by cards, then, you make the cards a form of currency to move along game path. Then change the game board to have multiple paths.

Sxyzm has a large amount of variants. The goal is for players to create their own version of the game. Players start from the base game and add their own rules to the game to make it theirs. Some players modify the rules for more fun, some players modify for more frustration.



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SU002



ECWEMS

Game Includes:

308 Cards in 28 Suits
 22 Suit Ranking Cards
 1 Rulebook

**Still Playing
 4-Person
 Hearts?**

**How About
 Hearts for up to
 28 Players?**

This is not a traditional card deck. This one contains 28 suits to explore an additional variable of suit collection that did not exist before. In the icon game Ecwems, players are using strategy and some luck to collect cards in rank 1-10 and 10-1 with alternating red or black. Easy enough? Now try not duplicating the suits. Ecwems plays as a hybrid between solitaire and rummy.

The rulebook contains 10 games, but as an added bonus the deck can be used to play most of the traditional standard playing card games as well. Only difference is you add 1-2 suits per player together for the game instead of 1 or more decks.



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SU004



DEODM

Game Includes:

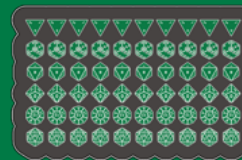
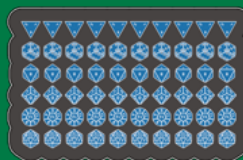
600 Total Dice in the 10
 Player Colors and 6 types:
 D4, D6, D8, D10, D12, D20

1 Rulebook

**Enough Dice For a
 Village, But Lets Play
 It With Ten.**

Start with a D4. When you roll a 4, you get one more. Roll more 4s and get more D4s. When two or more D4s add to 6, exchange them for a D6. Roll the D6, greater than 4 get another. Roll multiple D6s, two or more sum to 8, exchange them for a D8. The D8s become D10s, the D10s become D12s, and the D12s become D20s. Collect as many D20s as you can.

In the beginning it is simple, in the end it is hard. Any 1s and you lose the die, while you can only bank the 3s. Exchange dice in the bank for another color and start over again. The rulebook contains multiple levels to increase the challenge, although it may not be needed. The only winning strategy is to just keep rolling.



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SU008

Game Includes:

1 Rulebook

In Ten Player Colors:

4 Base Hexagons

48 Triangles

16 Rhombuses

8 Trapezoids

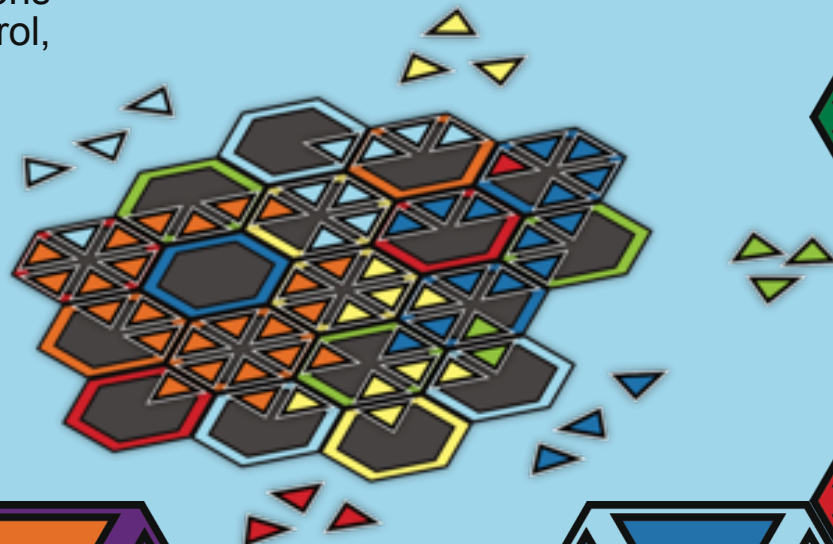
4 Hexagons



**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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SA0002

7 Little Rockets

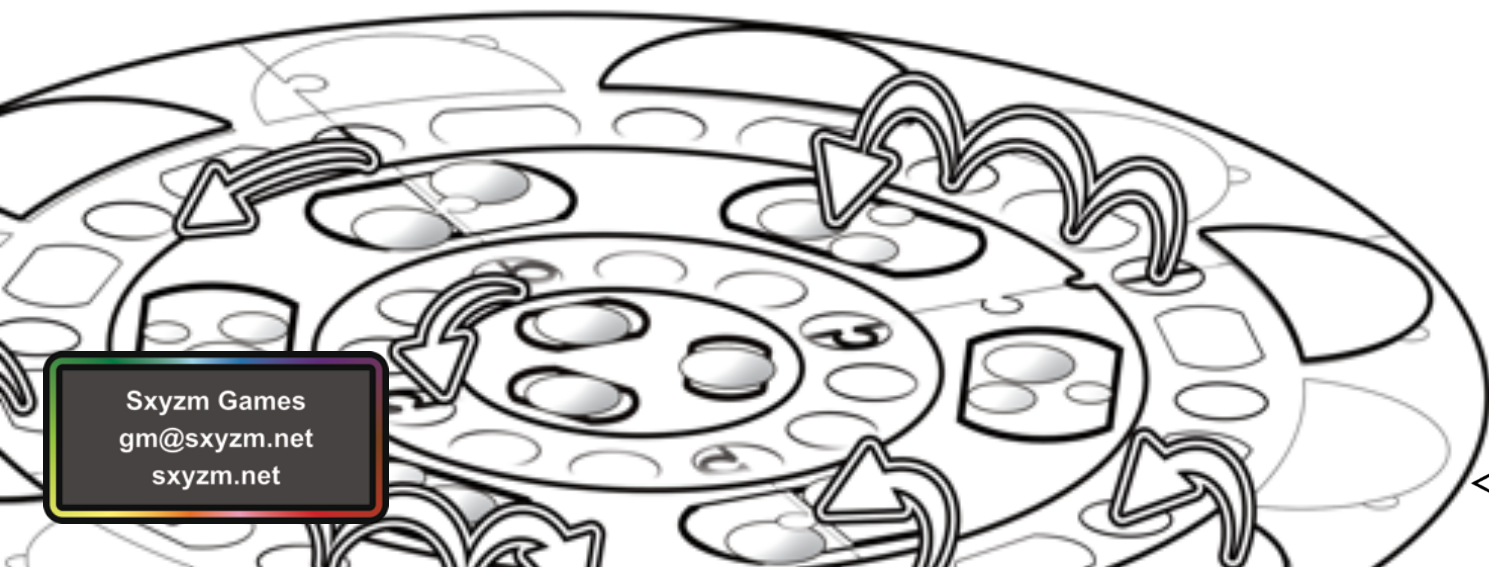
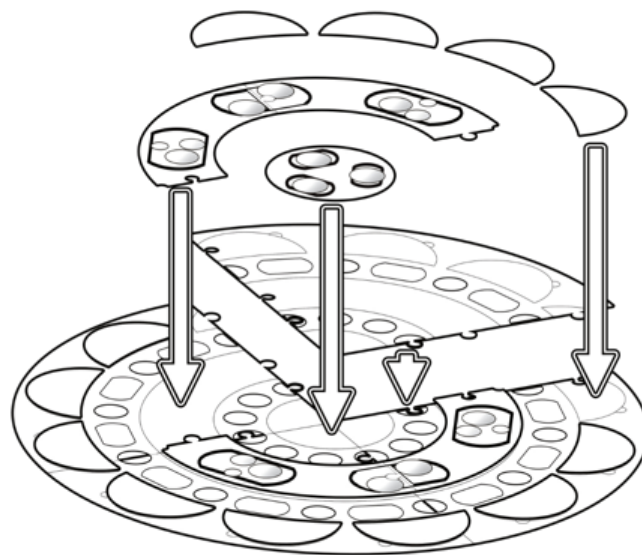
Game Materials

- Main Game Board in 4 Pieces
- 1 Inner Planetary Ring
- 1 Outer Planetary Ring
- 7 Rockets in 12 Player Colors
- 600 O₂ Resources
- 1 Rulebook

Launch your rockets around the solar system to establish communications with the other space ports, but manage your O₂ supply efficiently or your rockets may not make it to your destination. Maybe some of those nearby planets can increase your supply.

Be the first to get your rockets into the other space ports using only a resource supply. That is right, there are no dice, no cards or spinners in this game. Your rockets require O₂ to move and it must be obtained by landing on planets. Players start with 10 and must endure.

The board supports 12 spaceports for a high player count strategy game.



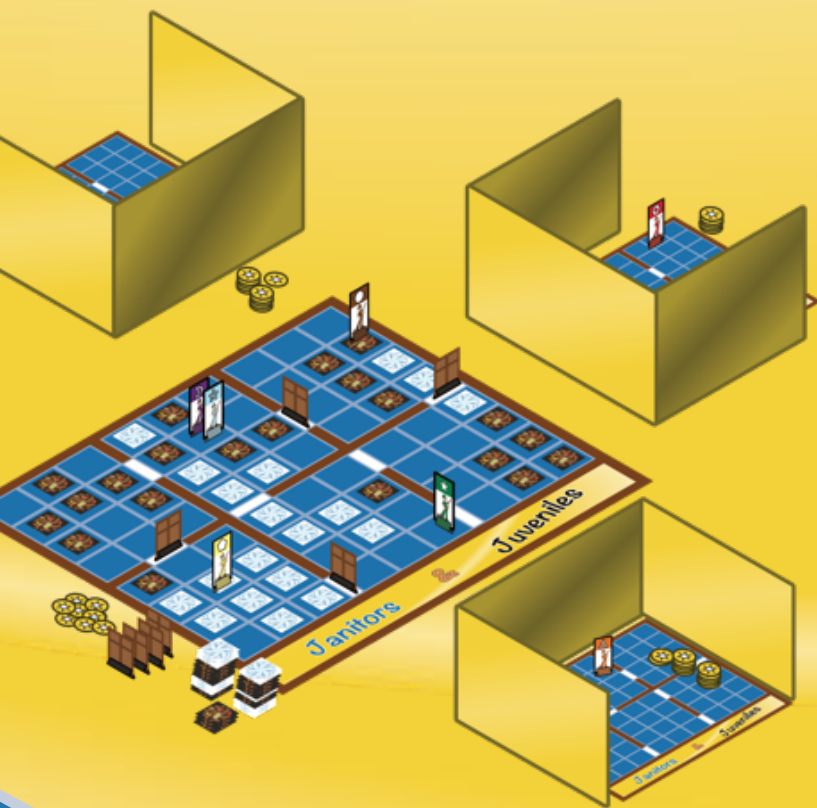


SA0003

Janitors & Juveniles

Game Materials

- One Main Game Board (20" x 20")
- Nine Player Boards (10" x 10")
- Nine Player Screens
- 10 Player Game Pieces
- 80 Waxed / Mess Tiles
- 100 Coins



Some rowdy juveniles have been running around making messes all over the place. The janitors are getting tired of cleaning after them and based on the juveniles' mess locations, janitors are able to catch them. Once caught, the unhappy janitors force the juvenile to be a janitor and find the remaining juveniles.

Janitors & Juveniles requires critically thinking using methods of deduction. Players need to determine the locations of their hidden juvenile opponents in comparison to his or her own game piece based on where they create their messes. Once captured, a player will become a janitor and look to capture their juvenile opponents instead.

Players look to acquire the most coins to win the game by making messes, by cleaning messes, or by capturing juveniles.



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Abstract Strategy Game
Asymmetric Gameplay



SA0021

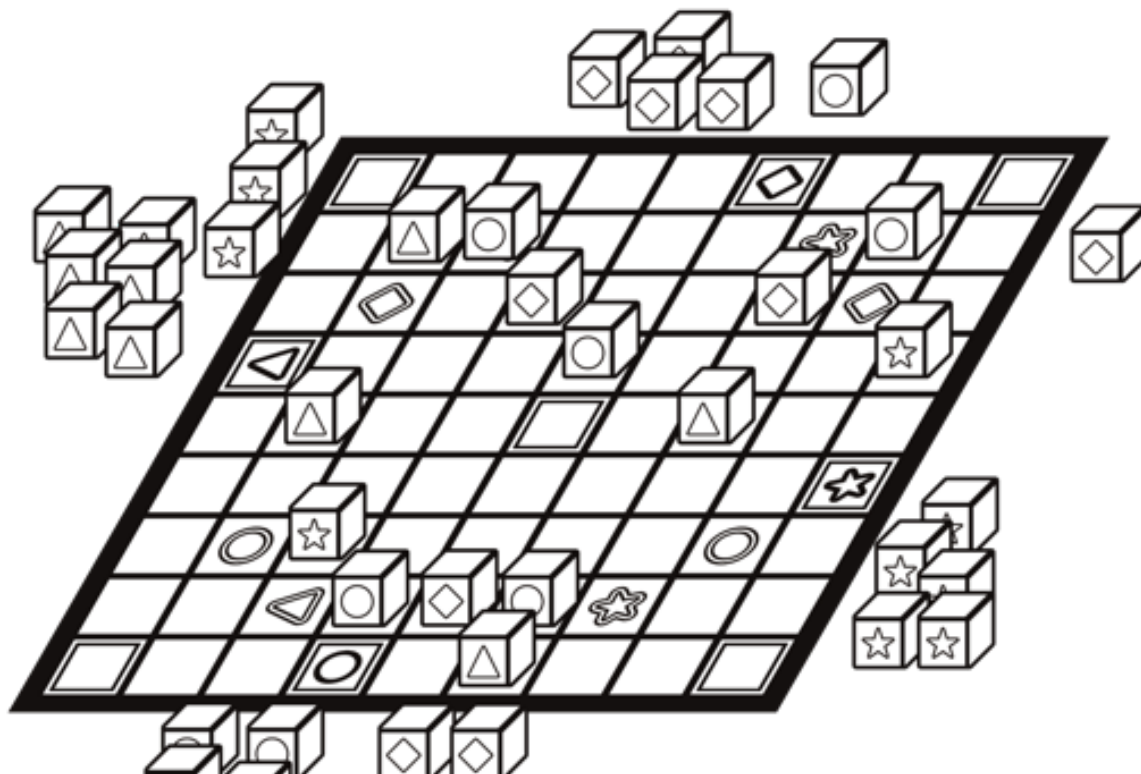
SA0021: UNNAMED TITLE

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 their own objective and attempts to prevent the other players from completing their objective. The objective for each player consist of getting multiple pieces into a base, but for each player 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. The abilities vary from a slight boost to completely game breaking and can stack up for a player to have multiple. Some allow faster movement, some allow pieces to warp, some give additional spaces to get into a base, and a some increase the player interaction.



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Competitive Simple Racing
Travel Size



PNP0001

Game includes:

- 1 Double-Sided Game Board
- 20 Colored Player Pieces
- 1 D6
- 1 Rulebook

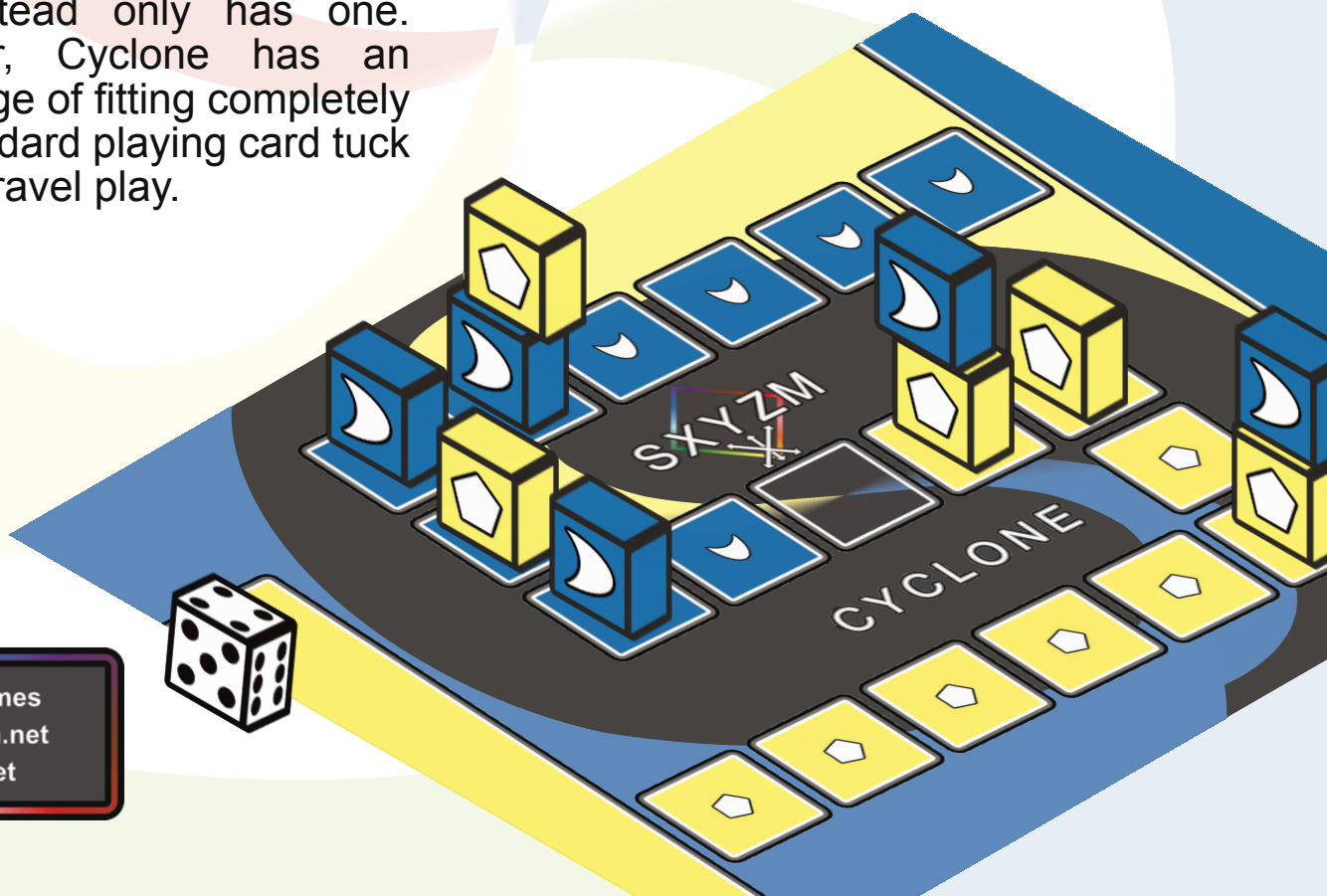
SXYZM



Strategic Three Dimensional Movement

CYCLONE

This is a 2-4 player version for home print of the larger Sxyzm game. Cyclone focuses on the moving stack rule from Sxyzm and presents it in a more simplified way. Unfortunately, it does not come with the 7 billion rule variations of Sxyzm and instead only has one. However, Cyclone has an advantage of fitting completely in a standard playing card tuck box for travel play.



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PNP0006

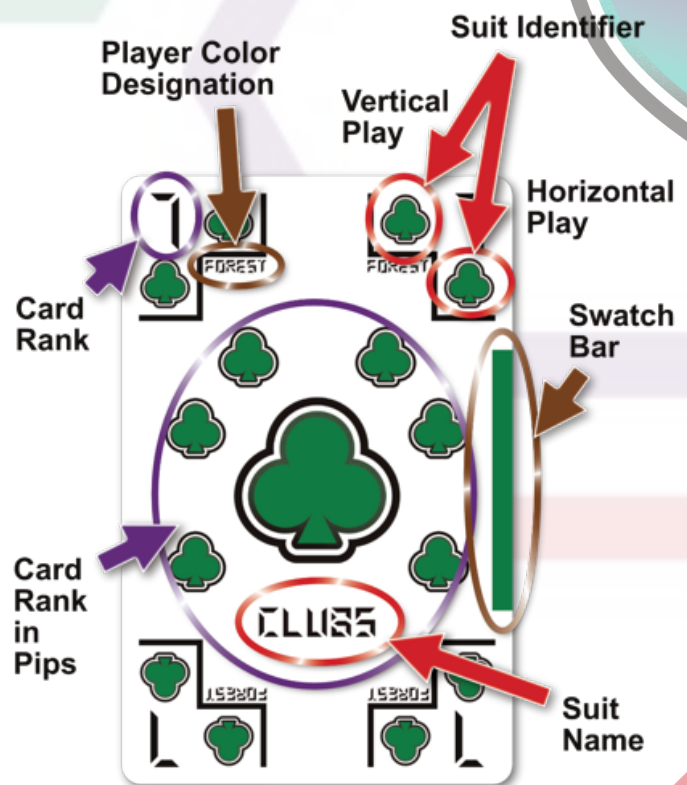
Game Includes:

36 Cards in 6 Suits
6 Suit Ranking Cards
1 Rulebook

ECWEM: SIX

This is a simplified 2-4 player version of the complete Ecwem card deck for home print. This deck contains a reasonable 6 suits that add an additional variable of suit collection. Each suit has a rank of 1 to 6 and each rank has a hierarchy of reverse alphabetical in the 6 suits (Units, Planes, Hearts, Flares, Diamonds, Clubs).

The rulebook contains 6 games that explore some luck of the draw, some collection and some heavy handed strategy. Compared to the Ecwem deck, Six is more compact and travel friendly by fitting into a standard playing card tuck box.



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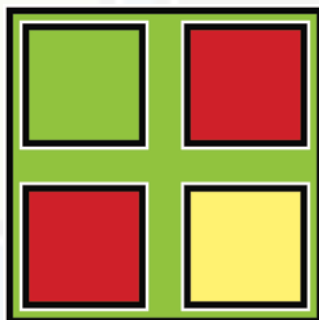




Territory Battle Game
 Modular Gameplay
 Easy-to-Learn, D6 Battle



PNP0007



Game Includes:

1 Rulebook
 8 Large White Spaces

In 4 Player Colors:
 4 Large Spaces
 8 Medium Tiles
 32 Small Tiles

BOPBM: SQUARED

This is a 2-4 player version of the full sized Bopbm for home print. Squared consists of large square spaces with small and medium square ties in each player color. Spaces are randomly placed for board and each space may contain 4 small tiles or 1 medium tile. Players can only influence spaces within contact of their own color tiles. Win by controlling all spaces of your color.

Players can place or attack. In an attack, both the attacker and defender roll a D6 die, the higher number is the winner. Defender wins ties, but if they lose, they must remove the tiles equal to the difference in dice. If your attacker rolls a 6 and you roll a 2, you must remove 4 connected tiles from the board. If you have multiple spaces under your control, you'll get to re-roll.

Squared is more compact than the full sized Bopbm and fits into a standard playing card tuck box.



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