





OBJECTIVE: One player from each team will attempt to move all four of their team's MOVER pieces to the center hexagon. Meanwhile, the other player on each team will be trying to obstruct and/or remove their opponents MOVER pieces, by using their BUILDER pieces.

PIECES:

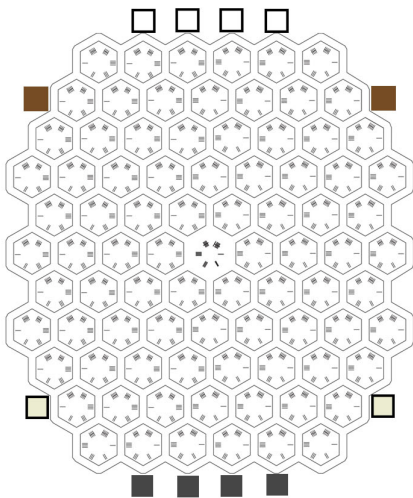
Light Team

-  Mover pieces, x 4 - clear
-  Builder pieces, x 2 - blonde

Dark Team

-  Mover pieces, x 4 - grey
-  Builder pieces, x 2 - dark brown

PREPARATION: Choose which team will be Light, and which team Dark. Then, choose which player on your team will be playing as the MOVERS, and which as the BUILDERS. Arrange corresponding pieces in the starting position as shown below.

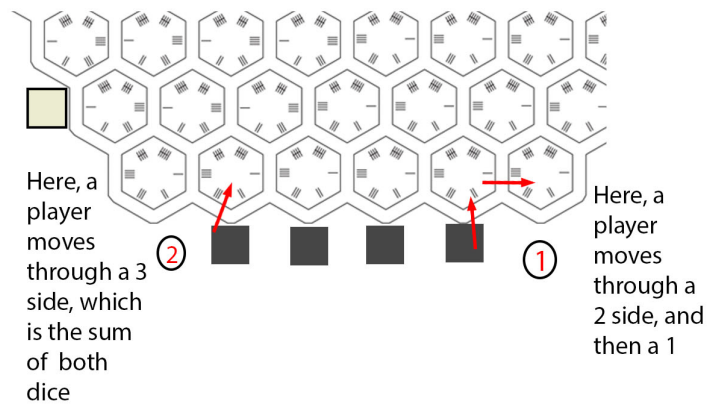


As you can see from the starting diagram, one player from each team will begin play on either side of the board. The BUILDERS from the Light team, will begin closest to the MOVERS on the DARK team and vi-sa-versa.

BASIC PLAY: Decide who will go first. The MOVER player from the beginning team will start by rolling two dice. The MOVER player is then able to choose ONE piece with which to carry out the roll in one of two ways. The options are as follows:

1. Move a MOVER piece through one side of a hexagon the corresponds to the number on one die, and again through another (see diagram).
2. Add the sum of the two die, and move through a hexagon side that corresponds to that sum (see diagram).

ASSUMING a two (2) and a one (1) are rolled, with Dark team playing first:

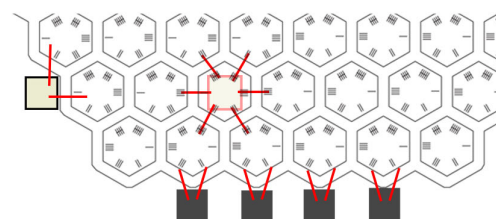


Here, a player moves through a 3 side, which is the sum of both dice

Here, a player moves through a 2 side, and then a 1

After the MOVER has played, the BUILDER from the opposing team will roll the dice. The BUILDER is able to move in the same manner as the MOVER. However, if the BUILDER piece moves into a hexagon shared by an opposing team's MOVER, that MOVER piece will have to start again at the edge of the board where it originated.

NOTE: At the outset of the game, each piece only has the option of moving into one of the two sides closest to their starting position. After the initial move, both BUILDERS and MOVERS can only move into Hexagons that share adjacent sides to the one the player is currently in.

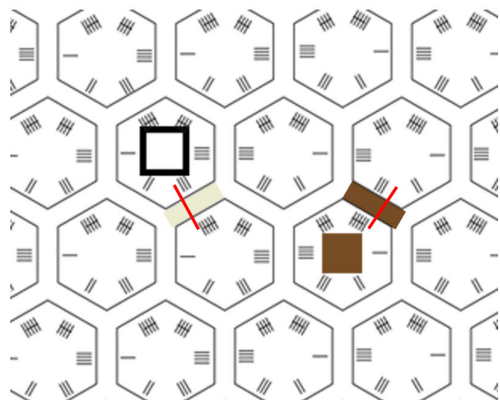


After a MOVER and a BUILDER from one side play, the dice are handed to the opposite side, and the game continues.

BRIDGES and WALLS: In addition to the two ways of using the dice to navigate the board already described, there is another instance in which the BUILDER or MOVER is able to play both dice on two ADJACENT sides. This results in either a BRIDGE being built for MOVERs, or a WALLs for builders.

-  - walls
-  - bridges

In the example below, If either the BUIDLER or MOVER rolls a six (6) and a (3) for instance, they have the option of moving through both numbers into an adjacent Hexagon. As a result of moving through both numbers in one move, they can place a Bridge (for movers) or a Wall (for Builders) in the space between.

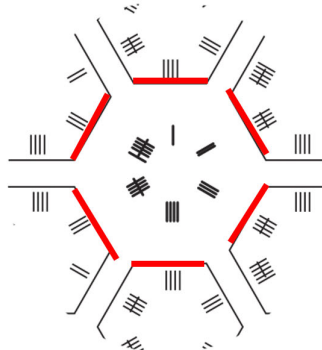


BRIDGES: Allow MOVER pieces to move freely across Hexagon sides that share a bridge. Bridges can be broken and removed by BUILDER pieces that roll a number corresponding to either of the adjoining sides, while in the larger Hexagon.

WALLS: Prevent MOVER pieces from crossing over Hexagon sides that are adjoined to a Wall. They can be broken by MOVER pieces that roll a number corresponding to either of the adjoining sides, while in the larger Hexagon.

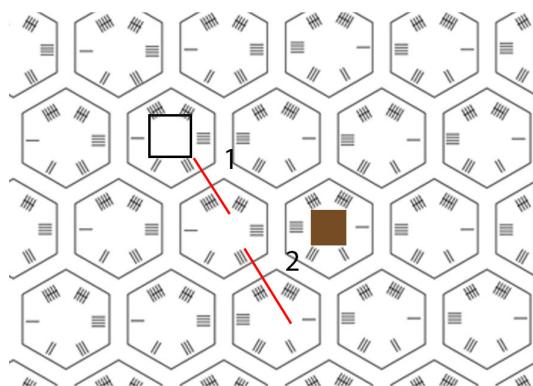
NOTE: Removing a BRIDGE or a WALL constitutes one turn - The player does not move a BUILDER or MOVER after/before the wall or bridge is removed during a single turn.

NOTE: No bridges or walls can be placed on the edges of the center Hexagon.



DOUBLES, and the BIG DIE: If a player rolls a double, the player then rolls the BIG DIE. The player is then free to move through sides corresponding to the double number rolled, for as many times as the BIG DIE denotes.

For instance: If a Light MOVER rolled a double three (3), and then rolled a two(2) on the BIG DIE, they could move piece shown below across the 3 side, twice.



IMPORTANT: ALL dice MUST be played when rolled - either as a sum culminating in one move, or as individual moves. However, the player can choose any single piece to move AFTER the dice are rolled.