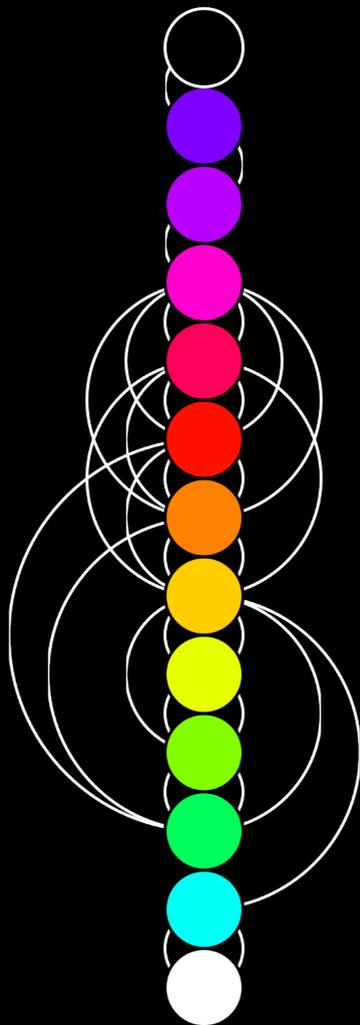
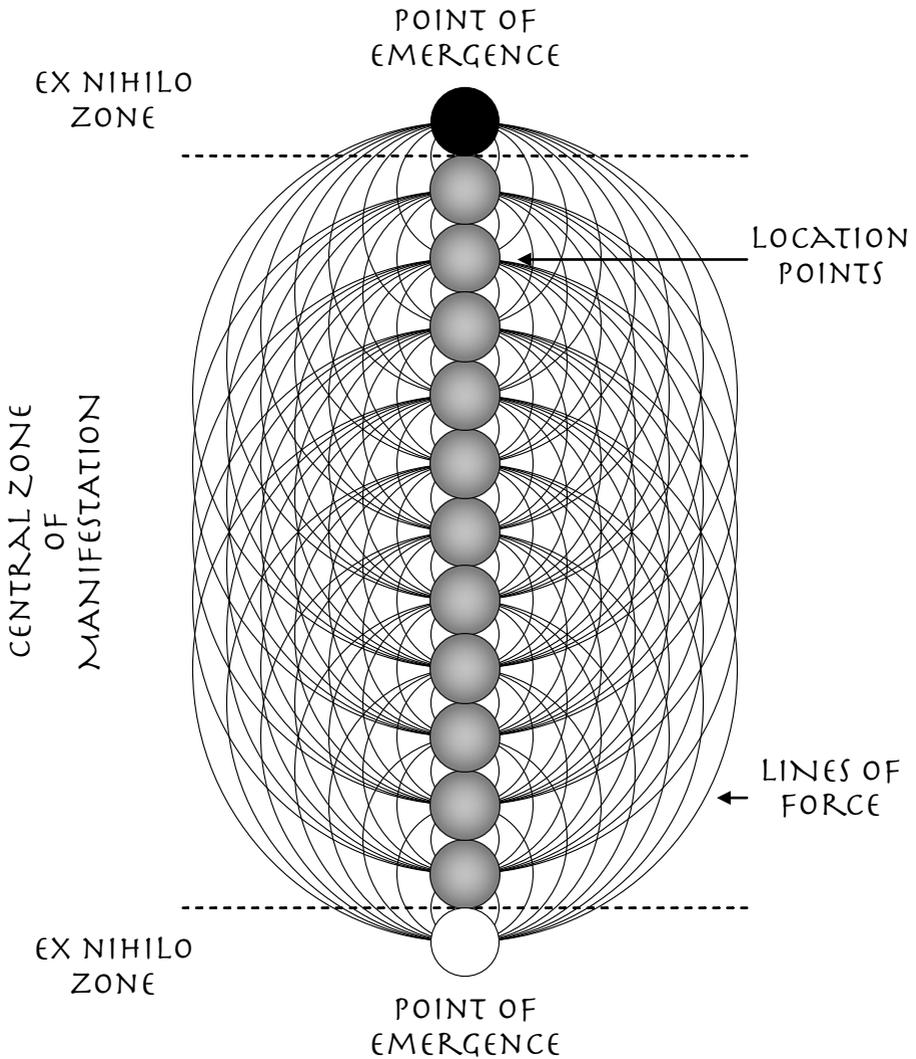


ANNIHILATION



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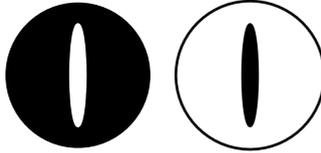
-THE BOARD-



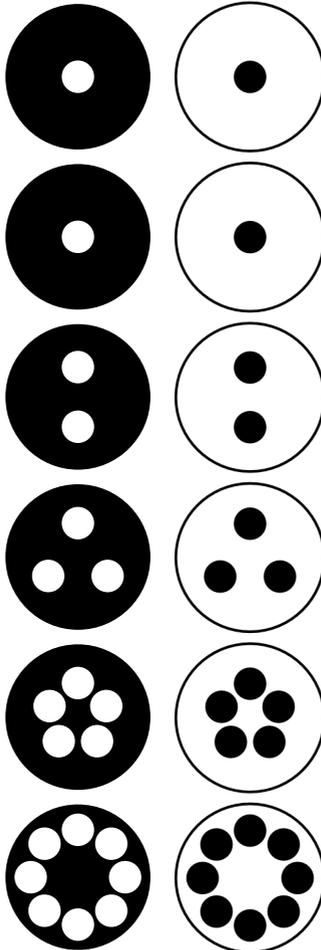
ANNIHILATION

-PARTICLES-

ANNIHILATORS



CHARGE
CARRIERS



ANNIHILATION

-SET UP-

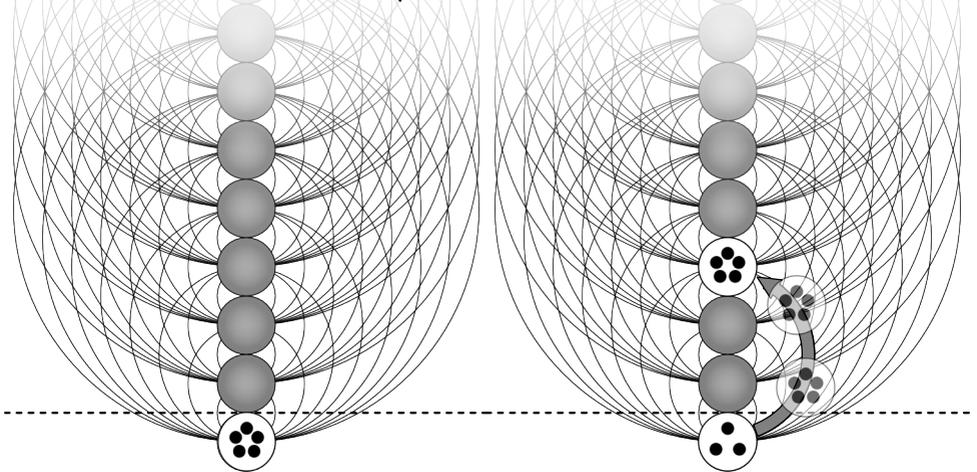
- THE BOARD IS PLACED CENTRALLY BETWEEN OPPOSING PLAYERS.
- EACH PLAYER TAKES A FULL SET OF PARTICLES (1 ANNIHILATOR [0 CHARGE] AND 6 CHARGE CARRIERS [1,1,2,3,5,8]).
- NOTE PARTICLES ARE DOUBLE SIDED, WITH BLACK ON ONE SIDE AND WHITE ON THE OTHER. PLAYERS DECIDE WHO IS BLACK AND WHO IS WHITE AND TURN THEIR PARTICLES OVER TO THEIR ASSOCIATED SHADE.

-AIMS-

- THE AIM OF THE GAME IS TO SCORE POINTS BY MANIPULATING YOUR PARTICLES ONTO YOUR OPPONENT'S POINT OF EMERGENCE.
- INITIALLY THE WINNING SCORE IS SET AT 20 BUT THIS CAN BE NEGOTIATED AT THE OUTSET BY THE PLAYERS ONCE PLAYERS ARE FAMILIAR WITH THE RULES AND GAME RUN TIME.
- POINTS SCORED ARE EQUAL TO THE AMOUNT OF INTERNAL CHARGE INDICATED BY THE SPOTS ON THE PARTICLE + ANY CHARGE ASSOCIATED WITH ADDITIONALLY ANNIHILATED PARTICLES. (SEE RULES #5 & #7 FOR FURTHER DETAILS).

ANNIHILATION

-RULE #1 INTRODUCING CHARGE CARRIERS-



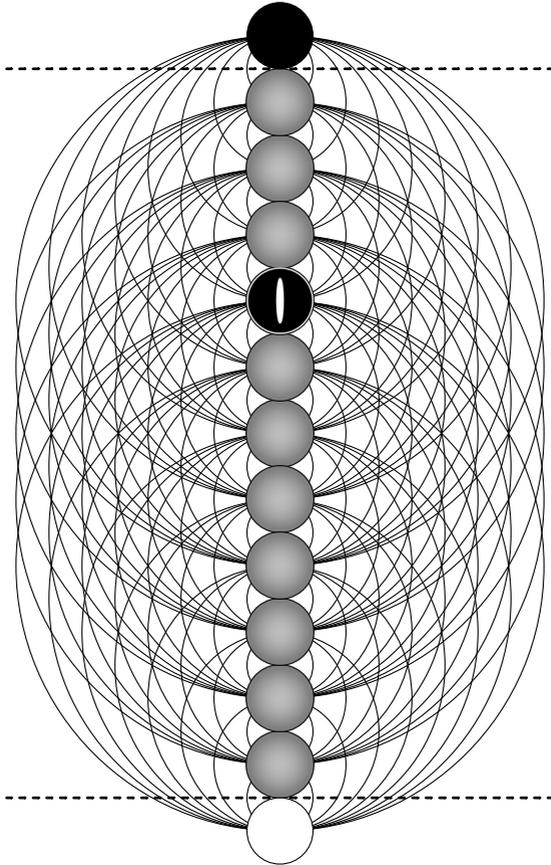
A 5 CHARGE IS PLACED ON THE
POINT OF EMERGENCE

A 3 CHARGE IS PLACED,
KNOCKING THE 5 CHARGE 3
LOCATION POINTS FORWARD

- TO ENTER INTO THE CENTRAL ZONE OF MANIFESTATION, A PLAYER'S CHARGE CARRIER MUST FIRST BE PLACED ON THE PLAYER'S POINT OF EMERGENCE. THIS CONSTITUTES A SINGLE TURN.
- ON A SUBSEQUENT TURN IT MAY THEN BE MOVED VIA EMISSION TRANSFERENCE BY PLACING ANOTHER PARTICLE AT THE POINT OF EMERGENCE AND EMITTING ITS CHARGE.
- THE ORIGINAL PARTICLE MUST NOW MOVE ALONG A FORCE LINE EQUAL TO THE CHARGE EMISSION.

ANNIHILATION

-RULE #2 PLACING ANNIHILATORS-

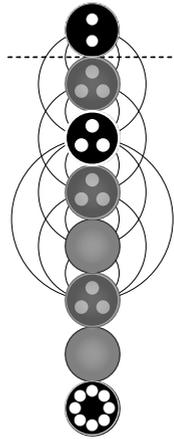
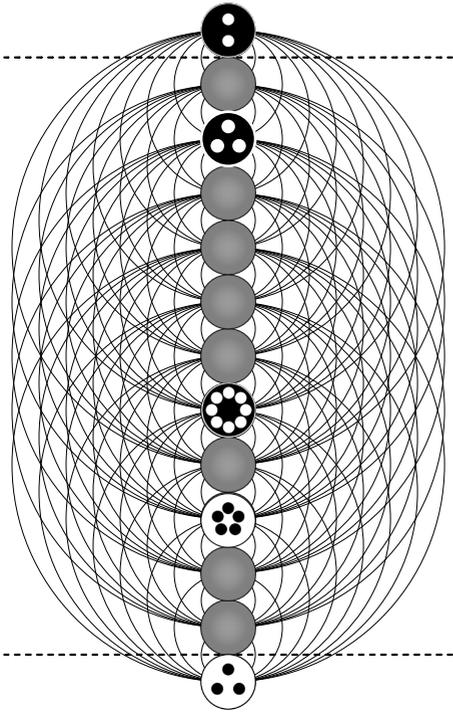


- AN ANNIHILATOR MAY BE PLACED AT ANY TIME DURING THE GAME ON ANY EMPTY LOCATION POINT WITHIN THE CENTRAL ZONE OF MANIFESTATION.
- THE PLACING OF AN ANNIHILATOR BY A PLAYER CONSTITUTES A SINGLE TURN.

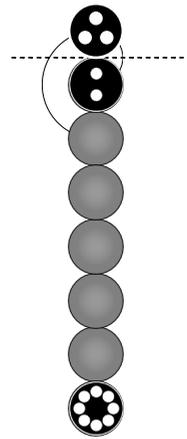
ANNIHILATION

-RULE #3 SELF EMISSION-

- ONCE CHARGE CARRIERS ARE IN PLAY WITHIN THE CENTRAL ZONE OF MANIFESTATION THEY MAY SELF EMIT. SELECTING A CHARGE CARRIER TO SELF EMIT CONSTITUTES A SINGLE TURN.
- SELF EMISSION MEANS THAT THE INTERNAL CHARGE (DENOTED BY THE NUMBER OF SPOTS ON THE PARTICLE) BECOMES THE PARTICLE'S EXTERNAL MOVEMENT FORCE.
- UNLIKE EMISSION TRANSFERENCE WHEREBY THE PARTICLE BEING HIT MUST TRAVEL ALONG THE LINE OF FORCE EQUAL TO THE TRANSFERENCE FORCE, A SELF EMISSION PARTICLE IS FREE TO CHOOSE WHATEVER LINES OF FORCE TO TRAVERSE* PROVIDED THAT THEY TRAVEL A TOTAL DISTANCE EQUAL TO THEIR EMITTED CHARGE OR DURING THAT MOTION COLLIDE WITH ANOTHER PARTICLE, TRANSFERRING THE REMAINDER OF THEIR MOVING FORCE AS EMISSION TRANSFERENCE TO THAT PARTICLE WHICH MUST THEN TRAVEL ALONG THE FORCE LINE EQUAL TO THE TRANSFERENCE FORCE GIVEN TO IT.
- IN THE EXAMPLE OPPOSITE THE 3 CHARGE IS SELECTED FOR SELF EMISSION AND HAS A VARIETY OF OPTIONS FOR ITS MOVEMENT.



POTENTIAL LINES OF FORCE THAT THE 3 CHARGE CAN INITIALLY MOVE ALONG AND THE DIFFERENT POSITIONS IT CAN EVENTUALLY END UP AT BASED ON A MOVEMENT OF 3.



IN THIS INSTANCE THE 3 CHARGE MOVES BACK (2 LOCATION POINTS) ONTO ITS POINT OF EMERGENCE CAUSING EMISSION TRANSFERENCE OF 1 ONTO THE 2 CHARGE WHICH THEREFORE MOVES FORWARD 1.

- ONE SHOULD BE ABLE TO SEE HOW, WITH CAREFUL THOUGHT AND CONSIDERATION, PARTICLES CAN BE MOVED TO A VARIETY OF DIFFERENT POSITIONS AND ALSO CAUSE THE MOVEMENT OF OTHER PARTICLES.
- NOTE THAT A PLAYER MAY CAUSE, VIA SELF EMISSION A COLLISION WITH AN OPPONENT'S PARTICLE AND THEREBY EMISSION TRANSFERENCE TO THAT PARTICLE, FORCING THAT PARTICLE ALONG A SPECIFIC LINE OF FORCE.

*PLEASE SEE EXCEPTION TO THIS RULE FOR CHARGE CARRIERS CLOSEST TO THE OPPONENT'S POINT OF EMERGENCE.

ANNIHILATION

-RULE #4 EMISSION TRANSFERENCE-

- EMISSION TRANSFERENCE OCCURS WHEN A PARTICLE HITS ANOTHER PARTICLE. IN THIS INSTANCE WHATEVER MOVING FORCE THE MOVING PARTICLE HAS REMAINING IS TRANSFERRED TO THE STATIONARY PARTICLE.
- WHAT WAS THE STATIONARY PARTICLE MUST NOW MOVE ALONG THE FORCE LINE EQUAL TO THE AMOUNT OF CHARGE IT HAS HAD TRANSFERRED TO IT (NOT THE AMOUNT OF INTERNAL CHARGE IT POSSESSES) IN THE DIRECTION OF THE PLAYER'S CHOOSING.
- IF THIS NEW PARTICLE HITS ANOTHER PARTICLE IT WILL DO SO WITH AN EMISSION TRANSFERENCE FORCE OF ZERO AS IT HAS HAD TO MOVE ALONG A FORCE LINE EQUAL TO THE AMOUNT OF FORCE TRANSFERRED TO IT.
- PARTICLES THAT MEET OTHERS WITH ZERO FORCE ANNIHILATE ONE ANOTHER (SEE RULE #5), UNLESS THEY SELF EMIT, CAUSING FULL CHARGE EMISSION TRANSFERENCE TO THE PARTICLE THEY COLLIDE WITH.
- A PLAYER MAY ONLY PERFORM SELF EMISSION WITH ZERO COLLISION FORCE IF THE COLLIDING PARTICLE BELONGS TO THEMSELVES AND HAS NOT ALREADY SELF EMITTED THAT TURN.

ANNIHILATION

-RULE #5 ANNIHILATION-

- ANY PARTICLE THAT COLLIDES WITH AN ANNIHILATOR IS ANNIHILATED ALONG WITH THE ANNIHILATOR PARTICLE.
- ANY PARTICLE MEETING ANOTHER WITH ZERO TRANSFERENCE FORCE WHICH IS NOT CHOSEN TO SELF EMIT OR CANNOT SELF EMIT, EITHER BECAUSE IT INITIATED ITS MOVEMENT ALREADY VIA SELF EMISSION, OR IS AN OPPONENT'S PARTICLE, IS ANNIHILATED ALONG WITH THE PARTICLE IT COLLIDES WITH.
- ANY PARTICLE BELONGING TO A PLAYER THAT ENDS IT'S MOTION AT THEIR OPPONENT'S POINT OF EMERGENCE DUE EITHER TO PRECISE USE OF ITS MOVEMENT FORCE OR DUE TO COLLISION AND EMISSION TRANSFERENCE TO AN OPPONENT'S PARTICLE, IS ANNIHILATED. IF AN OPPONENT'S PARTICLE IS PRESENT AT THIS POINT AND IS MET WITH ZERO TRANSFERENCE THEN IT TOO IS ANNIHILATED.
- ANY PARTICLE THAT IS ANNIHILATED IS FLIPPED OVER AND GIVEN TO THE PLAYER WHOSE SHADE IS NOW FACE UP. THESE PARTICLES ARE KEPT IN THE EX NIHILO ZONE UNTIL EITHER INTRODUCED INTO PLAY (CHARGE CARRIERS - SEE RULE #1) OR PLACED IN THE CENTRAL ZONE OF MANIFESTATION (ANNIHILATORS - SEE RULE #2).

ANNIHILATION

-RULE #6 THE SPECIAL EXCEPTION-

- THE FORCE CARRIER CLOSEST TO AN OPPONENT'S POINT OF EMERGENCE IS NOT ALLOWED TO MOVE FORWARDS TOWARDS IT. THEREFORE IF IT SELF EMITS IT MUST MOVE BACKWARDS.
- AS IT IS FREE TO CHOOSE ITS PATHWAY, IT MAY CIRCLE BEHIND ANOTHER OF THE PLAYER'S CHARGE CARRIERS AT WHICH POINT IT IS NO LONGER THE CLOSEST PARTICLE TO THE OPPONENT'S POINT OF EMERGENCE AND MAY THEREFORE MOVE FORWARD AGAIN ALONG A CHOSEN LINE OF FORCE, POTENTIALLY BECOMING THE CLOSEST PARTICLE AGAIN, AT WHICH POINT IT MUST IF IT HAS MOVEMENT FORCE REMAINING MOVE BACKWARDS ETC.

-RULE #7 SCORING-

- ANY PARTICLE ANNIHILATED AT A PLAYER'S POINT OF EMERGENCE CONTRIBUTES SCORE TO THE OPPONENT, EQUAL TO THE NUMBER OF SPOTS ON THE PARTICLE I.E. THE INTERNAL CHARGE THAT IT CARRIES.

ANNIHILATION

-PRINT AND PLAY-

- A SEPARATE A4 PDF CONSISTING OF 2 PAGES IS TO BE PRINTED. THE LINK FOR THIS SHOULD BE NEXT TO THE LINK FOR THESE INSTRUCTIONS.
- THE FIRST PAGE IS THE BOARD.
- THE SECOND THE PARTICLES.
- NOTE THE PARTICLES HAVE BEEN PLACED TOGETHER SO THAT THEY CAN BE CUT OUT AS ONE LARGE 'RECTANGLE' GLUED/FOLDED AND THEN CUT OUT AS SEPARATE PARTICLES.
- REMEMBER EACH PARTICLE IS DOUBLE SIDED WITH BLACK ON ONE SIDE AND WHITE ON THE OTHER.