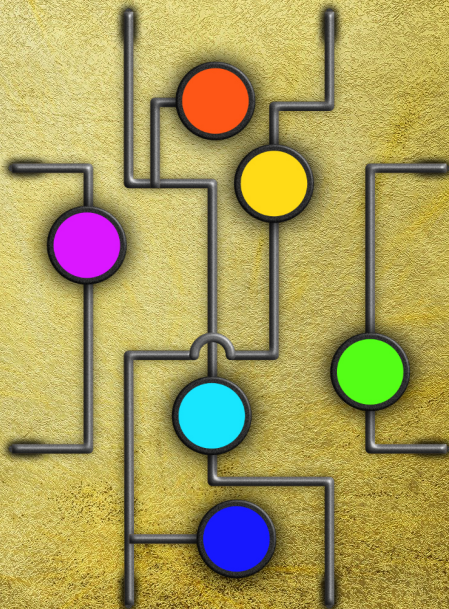


A GAME FOR 1 - 6 PLAYERS

BIDE YOUR TIME,

PLAN YOUR MOVE,

UNLEASH YOUR STRATEGY...





CONTENTS

INSTRUCTION & PUZZLE BOOKLETS



**30 DOUBLE SIDED
CIRCUIT CARDS
(NUMBERED 1-30)**



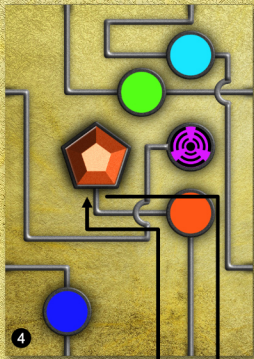
**AN ASSORTMENT OF MINI-CARDS:
ACTION CARDS (GREEN BACKS),
ACTION/MOVEMENT CARDS (GOLD
BACKS), & CHARGE CARDS (BLACK
BACKS)**



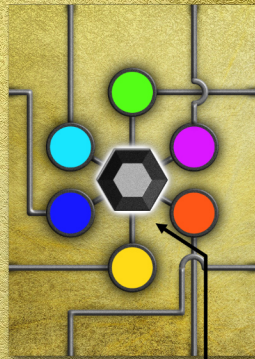
**6 COLOURED
PAWNS**

AIMS & OVERVIEW

THE AIM OF THE GAME IS TO BUILD AND MANIPULATE A CIRCUIT BOARD IN SUCH A WAY AS TO BE ABLE TO MOVE YOUR COLOURED PAWN TO ITS ASSOCIATED CHARGE POINT, THEREBY GAINING CHARGE. ONCE YOU HAVE CHARGED YOUR PAWN YOU MUST DELIVER THE CHARGE BACK TO THE BLACK MASTER NODE LOCATED ON THE FLIP SIDE OF CIRCUIT CARD #1 TO WIN THE GAME.



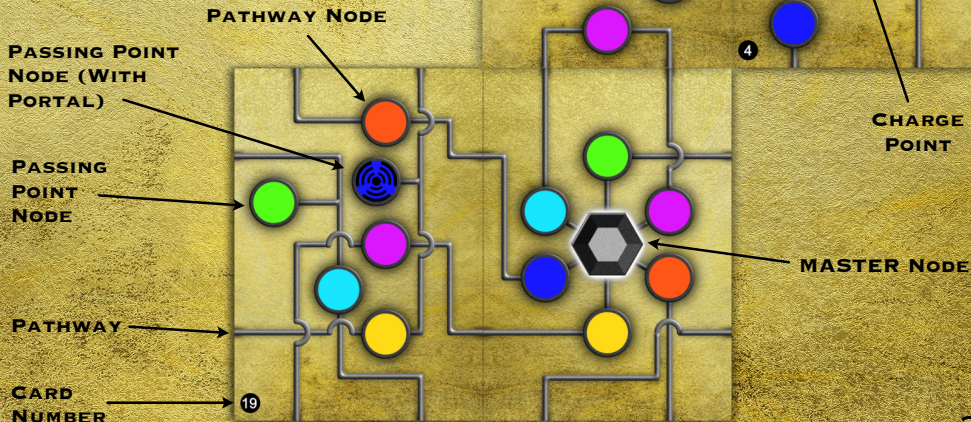
THE **ORANGE PAWN** AND ITS ASSOCIATED CHARGE POINT (CIRCUIT CARD #4). BY VISITING YOU GAIN CHARGE.



THE **ORANGE PAWN** RETURNS CHARGE VIA THE **ORANGE NODE** TO THE BLACK MASTER NODE TO WIN THE GAME.



BY PLACING CIRCUIT CARDS DIRECTLY ABOVE OR BELOW ONE ANOTHER, OR DIRECTLY TO THE SIDE, ONE CAN EXTEND THE PATHWAYS OF A CIRCUIT-BOARD AND CREATE THE GAME SPACE IN WHICH THE GAME TAKES PLACE.



TO AID YOU IN YOUR TASK OF WINNING THE GAME, A VARIETY OF MOVEMENT, ACTION, AND CHARGE CARDS CAN BE COLLECTED AND PLAYED, ALLOWING YOU TO CHANGE THE CIRCUIT BOARD'S PATHWAYS, OR FORCE YOUR OPPONENTS TO MOVE WHEN THEY DON'T WANT TO.

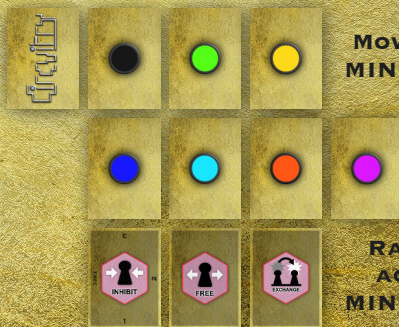
YOU COULD JUST BLINDLY CHARGE FORTH, BUT THE BOARD CHANGES AS OPPONENTS LOOK TO FRUSTRATE YOUR PROGRESS AND HASTEN THEIR OWN. SO, PERHAPS IT'S BETTER TO BIDE YOUR TIME AND GATHER AS MANY RESOURCES AS POSSIBLE BEFORE COMMITTING TO A MOVEMENT.



**CHARGE
MINI CARDS**



**SELECTABLE
ACTION MINI
CARDS**



**MOVEMENT
MINI CARDS**

**RANDOM
ACTION
MINI CARDS**

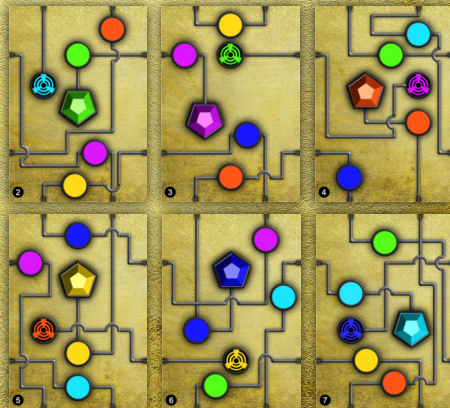
SET UP (45s - 1 MIN)

1. FIND CIRCUIT CARD #1 AND PLACE IT CENTRALLY, NUMBER SIDE UP, BETWEEN ALL PLAYERS.
2. LOCATE CIRCUIT CARDS #2 - 7. THESE ARE CHARGE POINT CARDS. EITHER SHUFFLE AND DEAL A SINGLE CARD FROM THIS SELECTION TO EACH PLAYER OR LET PLAYERS CHOOSE THEIR OWN.
3. ALL REMAINING CARDS FROM THIS SELECTION ARE NOW REMOVED ENTIRELY AND REMAIN UNUSED FOR THE REMAINDER OF THE GAME.

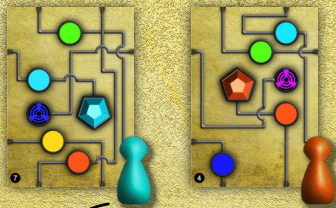


CIRCUIT CARD
#1

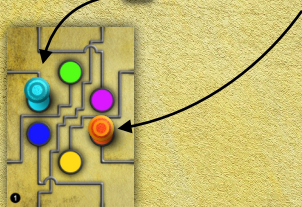
CIRCUIT CARDS #2 - 7



4. EACH PLAYER NOW TAKES A PAWN OF THE COLOUR ASSOCIATED WITH THE CHARGE POINT ON THEIR CIRCUIT CARD.

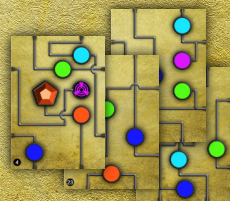


5. EACH PLAYER NOW PLACES THEIR PAWN ON THE ASSOCIATED COLOURED NODE ON CIRCUIT CARD#1



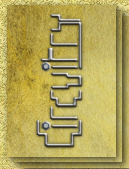
6. THE REMAINING CIRCUIT CARDS (#8-30) ARE NOW SHUFFLED AND AN ADDITIONAL 3 CIRCUIT CARDS ARE NOW DEALT TO EACH PLAYER, MEANING THAT THEY SHOULD NOW HAVE 4 CIRCUIT CARDS IN HAND (ONE OF WHICH HAS THEIR CHARGE POINT UPON IT). THE REMAINING CIRCUIT CARDS ARE NOW REMOVED ENTIRELY FROM THE GAME.

HERE IN A 2 PLAYER GAME, THE CIRCUIT CARDS SELECTED HAVE A LIGHT BLUE AND ORANGE CHARGE POINT RESPECTIVELY, SO THE ASSOCIATED COLOURED PAWNS ARE TAKEN AND THEN PLACED ON THEIR RESPECTIVE COLOURED NODES ON CIRCUIT CARD #1



A TYPICAL STARTING HAND OF 4 CARDS, INCLUDING A CIRCUIT CARD WITH THE PLAYER'S CHARGE POINT ON IT.

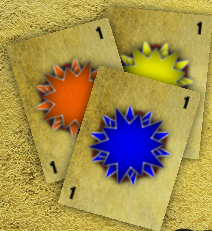
7. PLACE ALL GOLD BACKED MINI CARDS INTO THEIR OWN DECK AND SHUFFLE. PLACE THIS DECK FACE DOWN.



8. SORT THE GREEN BACKED MINI CARDS INTO 6 PILES WITH EACH PILE CONSISTING OF THE SAME ACTION, AND PLACE FACE UP.



9. SET THE BLACK BACKED MINI CHARGE CARDS FACE UP TO ONE SIDE.



SET UP COMPLETE!

RULES OF PLAY

1. **PLAY PROCEEDS IN TURNS CLOCKWISE, FROM A DESIGNATED FIRST PLAYER.**
2. **AT THE BEGINNING OF EVERY TURN A PLAYER CHOOSES 2 MINI CARDS OF ANY COMBINATION OF MOVEMENT AND/OR ACTION.**
3. **MOVEMENT AND ACTION MINI CARDS MAY BE PLAYED ON THE TURN IN WHICH THEY ARE RECEIVED OR MAY BE BANKED AND PLAYED ON A SUBSEQUENT TURN. THERE IS NO LOWER OR UPPER LIMIT TO THE NUMBER OF MOVEMENT OR ACTION CARDS THAT ONE MAY PLAY DURING A TURN.**



ANY SELECTED COMBINATION OF 2 MINI CARDS IS ACCEPTABLE.

MOREOVER, MOVEMENT AND ACTION CARDS CAN BE PLAYED IN ANY ORDER ONE WISHES TO DO SO.

- 4. ONCE A GOLD BACKED MINI CARD IS PLAYED IT IS PLACED ON A DISCARD PILE.**
- 5. ONCE ALL GOLD BACKED MINI CARDS HAVE BEEN TAKEN, THE DISCARD PILE IS TURNED OVER AND USED AS A NEW DECK.**
- 6. ONCE A GREEN BACKED MINI CARD IS PLAYED IT IS PLACED ON A DISCARD PILE. AS SOON AS ALL OF THE SORTED PILES REACH ZERO THEN THE GREEN BACKED MINI DISCARD PILE IS TURNED OVER AND**

BECOMES 'ACTIVE'. ANY GREEN BACKED MINI CARDS MUST NOW BE DRAWN FROM THIS DECK. ONCE THE DISCARD PILE IS ACTIVE, PLAYED GREEN BACKED MINI CARDS ARE RETURNED TO THE SORTED AREA AND ARE CONTINUED TO BE RETURNED THERE UNTIL THE ACTIVE DISCARD DECK REACHES ZERO, AT WHICH POINT PLAYERS MAY NOW SELECT FROM THE SORTED PILES. IN THIS WAY THE GAME WILL GO THROUGH PERIODS WHERE PLAYERS CAN CHOOSE WHAT ACTION CARDS THEY WANT AND THEN PERIODS WHEN THEY CAN'T.

- 7. IN ADDITION TO PLAYING**

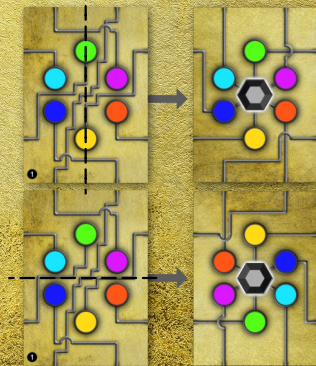
MOVEMENT OR ACTION CARDS, A PLAYER [SHOULD THEY STILL BE IN POSSESSION OF CIRCUIT CARDS] MAY PLAY A CIRCUIT CARD - AGAIN AT ANY POINT DURING THEIR TURN. (E.G. A PLAYER MAY PLAY A MOVEMENT CARD, AN ACTION CARD, THEN A CIRCUIT CARD AND THEN SUBSEQUENT MOVEMENT AND ACTION CARDS ETC. ALL IN THE SAME TURN - ORDER DOES NOT MATTER).

UNLIKE OTHER OPTIONS, THE PLAYING OF A CIRCUIT CARD TO EXTEND THE CIRCUIT BOARD IS LIMITED TO 1 PER TURN.

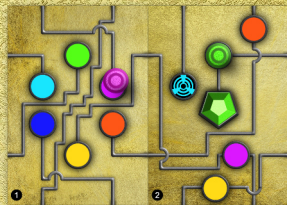
8. ONCE A PLAYER HAS FINISHED ALL OF THE THINGS THAT

THEY WISH TO DO [WHICH MAY BE ABSOLUTELY NOTHING] THEN THEY SAY OR INDICATE THAT THEY HAVE FINISHED THEIR TURN AND THE TURN PASSES TO THE NEXT PLAYER.

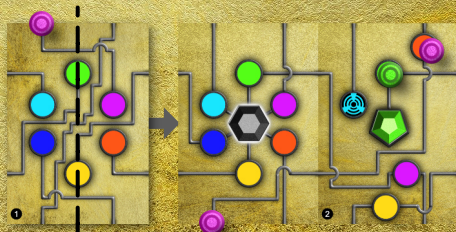
9. ONCE ALL PLAYERS HAVE LEFT CIRCUIT CARD #1 THEN IT IS FLIPPED OVER (ALONG ANY AXIS, THE CHOICE BEING



DETERMINED BY THE LAST
PLAYER LEAVING) TO DISPLAY
THE MASTER NODE AND
CANNOT HAVE ANY ACTION
APPLIED TO IT WHAT-SO-EVER
**(I.E. CIRCUIT CARD#1 REMAINS
IN PLACE, UNMOVED FOR THE
REST OF THE GAME).** NOTE
THAT IN THE SPECIAL
INSTANCE WHERE THE FINAL
PAWN MOVES FROM CIRCUIT
CARD #1 AND WRAP-AROUND
WOULD BRING THEM BACK
ONTO CIRCUIT CARD#1 (SEE
P13 FOR RULES ON WRAP-
AROUND) THEN THE CARD
STILL FLIPS AS THE PAWN
MOVES FROM THE CARD,
**MEANING THAT THE PAWN WILL
ARRIVE VIA WRAP-AROUND ON
THE REVERSE SIDE OF CARD#1.**
SEE OPPOSITE.



IN THIS SET-UP THE PURPLE PAWN IS
ABOUT TO MOVE AND VIA WRAP-AROUND
WOULD COME BACK ONTO CIRCUIT
CARD#1. HOWEVER, AS THE PURPLE PAWN
LEAVES, CIRCUIT CARD #1 IMMEDIATELY
FLIPS (LONGEST AXIS), THUS THE PURPLE
PAWN ARRIVES VIA WRAP-AROUND AT THE
PLACE SHOWN (BELOW) AND SO ENDS UP
ON THE ORANGE NODE.

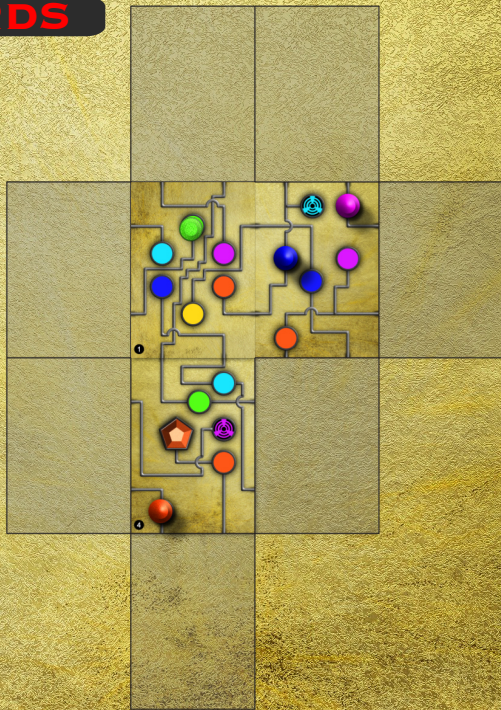


ADDING CIRCUIT CARDS

**WHEN PLAYING A CIRCUIT CARD,
IT MUST ALWAYS CONNECT TO
THE CIRCUIT-BOARD IN PLAY.**

ANY ACTION USING A CIRCUIT CARD MUST ALWAYS MAINTAIN THE CIRCUIT-BOARD AS A WHOLE UNIT (I.E. IT CANNOT SPLIT IT INTO 2 DISTINCT AREAS).

THE DIAGRAM TO THE RIGHT SHOWS A GAME ALREADY IN PLAY. THE GREY RECTANGLES DENOTE WHERE A CIRCUIT CARD CAN NEXT BE PLAYED TO EXTEND AND DEVELOP THE CIRCUIT-BOARD.

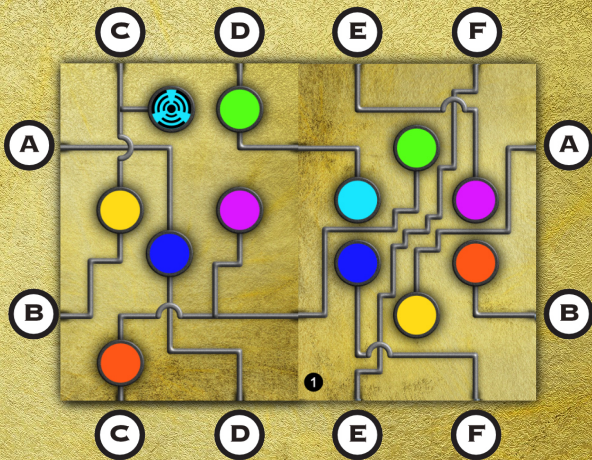


MOVEMENT & WRAP-AROUND

A PAWN MAY NOT MOVE OVER ANOTHER PAWN, NOR ACROSS THE BLACK MASTER NODE.

MOVEMENT OCCURS FROM NODE TO ADJACENT NODE AND COSTS 1 MOVEMENT CARD. COLOUR OF MOVEMENT CARD DOES NOT MATTER. MULTIPLE MOVEMENT CARDS CAN BE PLAYED IN A SINGLE TURN (AT ONCE, OR PLAYED AND INTERRUPTED BY AN ACTION CARD AND THEN MORE PLAYED ETC.).

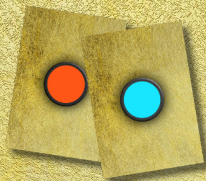
THE CIRCUIT BOARD OPERATES ON A WRAP-AROUND STRUCTURE AS SHOWN IN THE DIAGRAM.



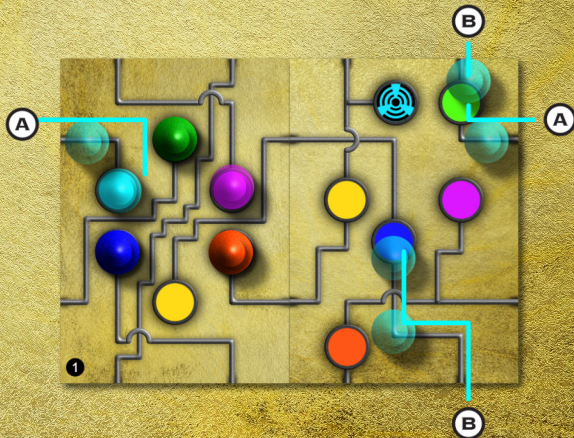
MOVEMENT OFF THE BOARD VIA A LETTER LINKS TO MOVEMENT ONTO THE BOARD VIA THE SAME LETTER. (USUALLY ON THE OPPOSITE SIDE - HOWEVER, SEE COMPLEX DIAGRAM P15).

FOR EXAMPLE: ON A DIFFERENT BOARD SET UP, PLAYER 2 (**LIGHT BLUE PAWN**) PLAYS 2 MOVEMENT CARDS WHICH ALLOWS THE **LIGHT BLUE PAWN** TO MOVE VIA WRAP-AROUND (A) TO THE **GREEN NODE** (1 MOVEMENT) AND THEN AGAIN VIA WRAP-AROUND (B) TO THE **DARK BLUE NODE** (SECOND MOVEMENT).

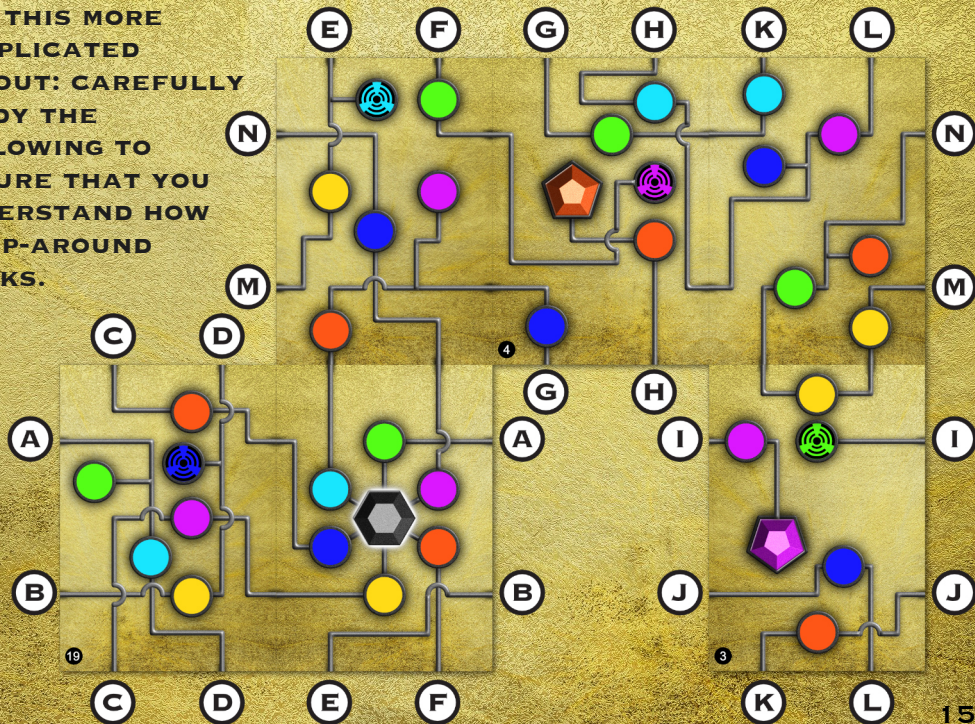
NOTE: THE COLOURED NODES ON THE MOVEMENT CARDS HAVE NO BEARING ON MOVING. (I.E. 1 MOVEMENT CARD - REGARDLESS OF COLOUR - PROVIDES A MOVEMENT FROM ONE NODE TO ANY ADJACENT NODE), UNLESS INHIBIT HAS BEEN PLAYED (SEE P26).



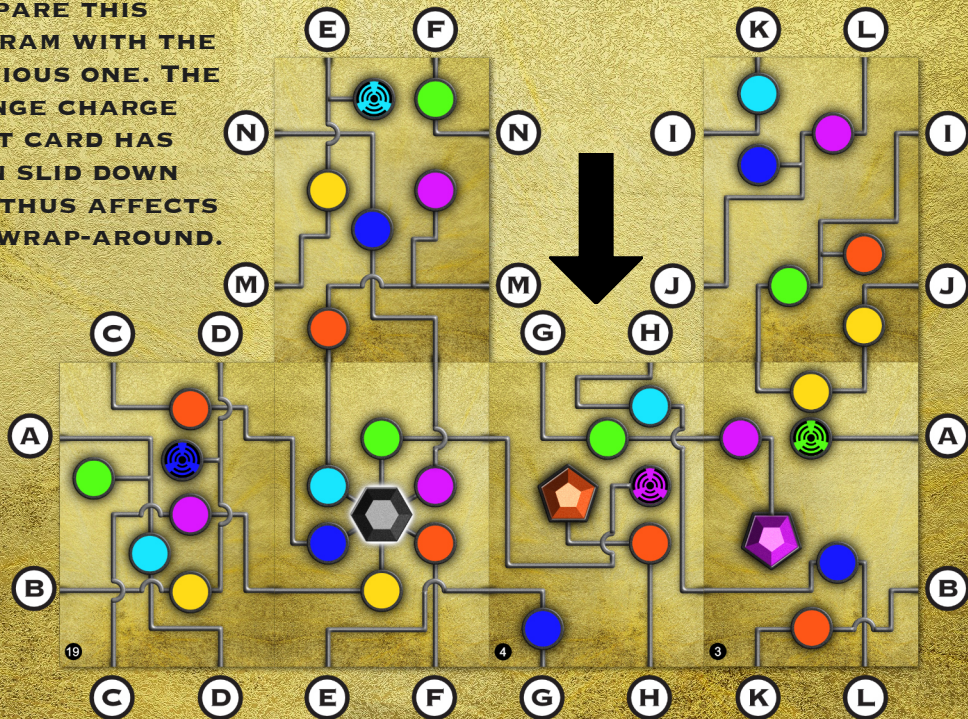
PLAYER 2 PLAYS 2 MOVEMENT CARDS TO MOVE THEIR PAWN VIA WRAP-AROUND A DISTANCE OF 2 NODES.



**FOR THIS MORE
COMPLICATED
LAYOUT: CAREFULLY
STUDY THE
FOLLOWING TO
ENSURE THAT YOU
UNDERSTAND HOW
WRAP-AROUND
WORKS.**



**COMPARE THIS
DIAGRAM WITH THE
PREVIOUS ONE. THE
ORANGE CHARGE
POINT CARD HAS
BEEN SLID DOWN
AND THIS AFFECTS
THE WRAP-AROUND.**



GAINING CHARGE

A PAWN OF ASSOCIATED COLOUR IS ON THE ADJACENT NODE NEXT TO ITS CHARGE POINT.

A SINGLE MOVEMENT CARD OF THE PAWN'S COLOUR (OR BLACK) MUST BE PLAYED TO TAKE THE PAWN INTO THE CHARGE POINT AND RETURN THE PAWN TO THE ADJACENT NODE. (I.E. THE PAWN NEVER REALLY 'RESTS' ON THE CHARGE POINT).

SO IN THE DIAGRAM, THE ORANGE PLAYER HAS THEIR PAWN AS SHOWN, THEY PLAY A SINGLE ORANGE (OR BLACK) MOVEMENT CARD, RECEIVE A SINGLE CHARGE AND THE PAWN IS NOW AGAIN ON THE ADJACENT NODE NEXT TO THE CHARGE POINT.

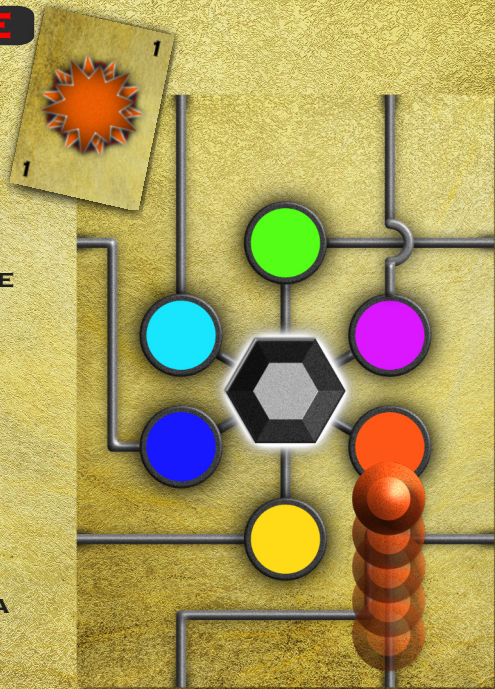


DELIVERING CHARGE

TO DELIVER CHARGE ONE MUST APPROACH THE BLACK MASTER NODE VIA THE NODE ASSOCIATED WITH ONE'S PAWN'S COLOUR.

IF PLAYING ADVANCED RULES WHERE MULTIPLE CHARGES CAN BE DELIVERED THEN FOR ANY SINGLE (NON FINAL) CHARGE TO BE DELIVERED, THE USE OF 1 MOVEMENT CARD OF ANY COLOUR IS REQUIRED.

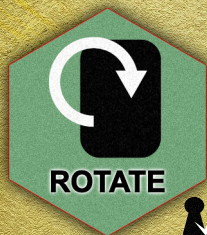
TO DELIVER MULTIPLE CHARGE AND/OR WIN THE GAME (I.E. THE FINAL CHARGE TO THE MASTER NODE IS BEING DELIVERED) THEN A BLACK NODE MOVEMENT MINI CARD IS REQUIRED.



ACTION CARDS

REMEMBER:

NO ACTIONS MAY BE PERFORMED ON CIRCUIT CARD #1



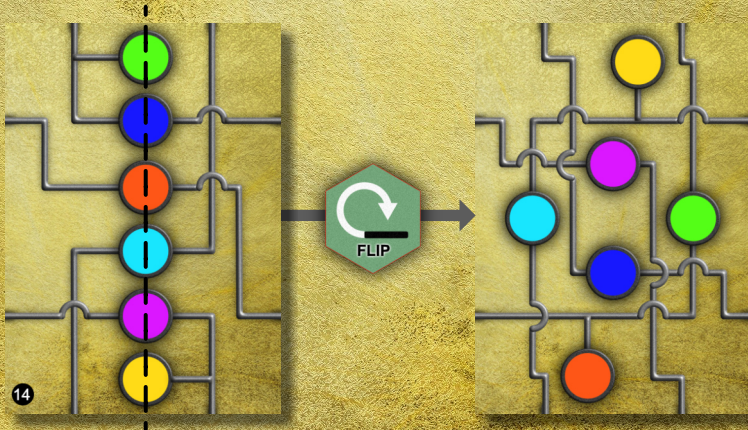
ROTATE ALLOWS ANY CIRCUIT CARD TO BE ROTATED BY 180 DEGREES, REGARDLESS OF WHETHER IT IS OCCUPIED BY PAWNS OR NOT.



SWAP ALLOWS THE PLAYER TO SWAP ANY 2 CIRCUIT CARDS THAT MAKE UP THE CIRCUIT-BOARD. THE CARDS MUST STAY IN THEIR ORIGINAL ORIENTATION AND BE FREE OF PAWNS.

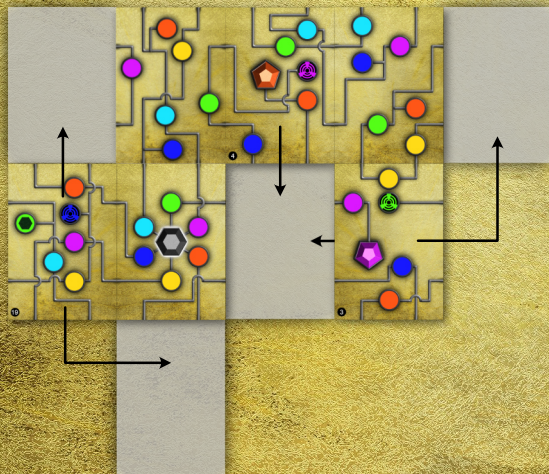


FLIP **ALLOWS** **THE** **PLAYER** **TO** **FLIP** **ANY** **CARD** **OVER,** **PROVIDED** **THAT** **IT** **IS** **FREE** **OF** **PAWNS.** **THE** **FLIP** **MUST** **OCCUR** **ALONG** **THE** **LONGEST** **AXIS** **OF** **THE** **CARD** **(SEE** **DIAGRAM).** **NOTE** **WHEN** **CIRCUIT** **CARD** **#1** **BECOMES** **FREE** **OF** **PAWNS** **IT** **MAY** **BE** **FLIPPED** **ACROSS** **EITHER** **AXIS,** **THE** **CHOICE** **OF** **WHICH** **IS** **LEFT** **TO** **THE** **PLAYER** **WHO** **IS** **THE** **LAST** **TO** **LEAVE.**





SLIDE ALLOWS A PLAYER TO SLIDE ANY EDGE CARD OF THE CIRCUIT-BOARD ALONG/AROUND A SINGLE OUTSIDE EDGE OF ANOTHER CIRCUIT CARD, PROVIDED THAT IN SO DOING THE CIRCUIT-BOARD IS NOT SPLIT INTO 2 DISTINCT AND SEPARATE REGIONS. PAWNS MAY OCCUPY THE CARD BEING SLID.



THE DIAGRAM SHOWS ALL OF THE POSSIBLE 'SLIDE' MOVES FOR ALL OF THE CIRCUIT CARDS IN THIS SET-UP THAT ARE ALLOWED TO SLIDE.

NOTE THAT SLIDING ANY OF THE OTHER CIRCUIT CARDS WILL CAUSE THE PLAY SPACE TO SEPARATE INTO 2 DISTINCT, NON CONNECTED, AREAS.



FORCE + MOVEMENT CARDS: ALLOWS A PLAYER TO FORCE AN OPPONENT'S PAWN TO AN ADJACENT NODE OR FURTHER, DEPENDENT UPON THE NUMBER OF MOVEMENT CARDS USED.

NOTE: THE MOVEMENT CARDS MUST HAVE A BLACK NODE OR BE OF THE SAME COLOUR AS THE OPPONENT'S PAWN.



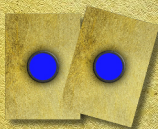
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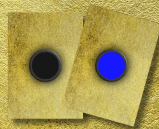
THIS PLAY WILL FORCE ANY OPPONENT'S PAWN TO AN ADJACENT NODE.



+



+



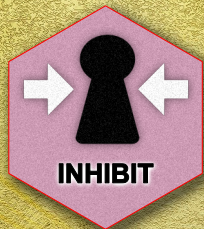
EITHER OF THESE 2 PLAYS WILL FORCE THE DARK BLUE PAWN TO MOVE A DISTANCE OF 2 NODES



PORTAL ALLOWS A PLAYER TO 'JUMP' FROM ANY NODE TO A PORTAL NODE PROVIDED THEY HAVE THE CORRESPONDING COLOURED MOVEMENT CARD (OR BLACK) FOR THE PORTAL THEY ARE JUMPING TO.



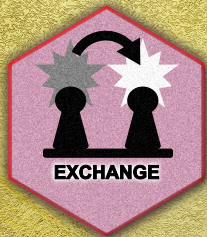
PORTAL + FORCE: ALLOWS A PLAYER TO FORCEFULLY PORTAL AN OPPONENT'S PAWN. IT REQUIRES THE USE OF 2 MOVEMENT CARDS. ONE, THE COLOUR CORRESPONDING TO THE OPPONENT'S PAWN, THE SECOND CORRESPONDING TO THE COLOUR OF THE PORTAL NODE TO WHICH THE PAWN IS BEING FORCED. THIS COMBINATION MAY BE PLAYED WITH ADDITIONAL MOVEMENT CARDS AS DESCRIBED ABOVE ON P22.



INHIBIT CAN BE PLAYED BY ANY PLAYER AT ANY TIME EVEN WHEN IT IS NOT THEIR TURN. THE ACTION CARD IS PLAYED AGAINST A PLAYER AND RESTRICTS THAT PLAYER'S MOVEMENTS SUCH THAT THEY MAY ONLY MOVE ONTO NODES IF THEY HAVE A MATCHING COLOURED NODE (OR BLACK) ON THEIR MOVEMENT CARD. IN ADDITION, AN INHIBITED PLAYER MAY NOT USE PORTALS. THE RESTRICTIONS OF INHIBIT CAN BE REMOVED EITHER BY A FREE ACTION CARD OR BY EXPENDING A UNIT OF CHARGE, IF ONE IS CARRIED. ALTERNATIVELY, INHIBIT EXPIRES AFTER 3 TURNS - I.E. AT THE BEGINNING OF THE 4TH TURN OF THE PLAYER WHO HAS BEEN INHIBITED, THE PLAYER IS NOW FREE.



FREE REMOVES THE RESTRICTIONS IMPOSED BY INHIBIT.



EXCHANGE ALLOWS A PLAYER TO TAKE 1 UNIT OF CHARGE FROM AN OPPONENT'S CHARGED PAWN PROVIDED THAT THEY OCCUPY ADJACENT NODES. THE OPPONENT'S PAWN EFFECTIVELY ACTS AS A CHARGE POINT.

IN ADVANCED PLAY - CO-OP/COMP MODE, EXCHANGE ALLOWS A PLAYER TO GIVE ANY AMOUNT OF CHARGE TO ANOTHER PLAYER'S PAWN PROVIDED THAT THEY OCCUPY ADJACENT NODES.

IF CHARGE IS REMOVED FROM A PLAYER THEN THE COLOUR OF THE CHARGE IS CHANGED - I.E. THE CHARGE CARDS ARE SIMPLY REPRESENTATIVE OF WHICH PAWN IS CARRYING CHARGE. CHARGE ITSELF IS NOT COLOUR ASSOCIATED. HOWEVER, IN ADVANCED PLAY, TO KEEP TRACK OF WHERE A CHARGE HAS COME FROM, THEN KEEPING THE CHARGE CARD ASSOCIATED WITH THE COLOUR OF THE NODE IT HAS BEEN ACQUIRED FROM CAN BE USEFUL.

ADVANCED PLAY

ONCE PLAYERS ARE FAMILIAR AND CONFIDENT WITH INITIAL GAME PLAY THEN ADVANCED PLAY OPTIONS MAY BE IMPLEMENTED. AMONGST ADDITIONAL RULES TO MAKE STRATEGIC PLAY MORE SOPHISTICATED, THESE OPTIONS INCLUDE CO-OP/COMP PLAY AND THE USE OF MULTIPLE CHARGES TO WIN THE GAME.

MULTIPLE CHARGE

INSTEAD OF A SINGLE CHARGE REQUIRED TO WIN THE GAME, THE AMOUNT OF CHARGE REQUIRED CAN BE AGREED AT THE OUTSET. IF IMPLEMENTING A REQUIREMENT FOR MULTIPLE

CHARGES, THEN PLAYERS SHOULD ADOPT THE FOLLOWING CHANGES:

ALTERNATIVE USE OF CHARGE POINTS.

PLAYERS MAY ACCRUE 1 SINGLE CHARGE FROM ANY OTHER PLAYER'S CHARGE POINT BUT MUST DELIVER THIS TO THE MASTER NODE BEFORE TAKING ANOTHER SINGLE CHARGE FROM ANY OF THE OTHER PLAYER'S CHARGE POINTS. THEY ARE, HOWEVER, FREE TO GAIN ADDITIONAL MULTIPLE CHARGES FROM THEIR OWN CHARGE POINT AT ANY TIME. NOTE FOR GAMEPLAY TO WORK SLIGHT

ADJUSTMENTS HAVE TO BE MADE TO THE RULES REGARDING CHARGING AND DELIVERY:

IF A PLAYER IS GAINING CHARGE/ MULTIPLE CHARGE FROM THEIR OWN CHARGE POINT THEN ANY MOVEMENT CARD PER CHARGE ACCRUED IS ACCEPTABLE. IF HOWEVER THEY HAVE A MOVEMENT CARD WHICH IS BLACK OR OF THEIR ASSOCIATED COLOUR THEN THEY MAY ACCRUE MULTIPLE CHARGES AT ONCE.

IF A PLAYER IS GAINING CHARGE FROM AN OPPONENT'S CHARGE POINT THEN THEY MUST USE A BLACK OR A COLOUR MOVEMENT CARD ASSOCIATED WITH THE OPPONENT'S CHARGE POINT.

FOR DELIVERY OF MULTIPLE CHARGES SEE P18.

TEAM PLAY (CO-OP/COMP)

WITH 4 OR 6 PLAYERS, PLAYERS TEAM UP, WORKING TOGETHER TO TRY TO BEAT THE OPPOSING TEAM(S). IN THIS INSTANCE, PLAYERS THAT TEAM UP SHOULD NOT SIT NEXT TO ONE ANOTHER BUT BE EVENLY SPACED AROUND THE GROUP. PLAYERS MAY DISCUSS TACTICS AND FREELY EXCHANGE ANY MOVEMENT OR ACTION CARDS BUT NOT CHARGE OR CIRCUIT CARDS. CHARGE CAN BE TRANSFERRED VIA EXCHANGE ACTIONS (SEE P25).

MORE SOPHISTICATED SET UP AND ADDITIONAL TURN RULE

AT SET UP, PRIOR TO THE FIRST TURN, PLAYERS PASS THEIR CIRCUIT CARD WITH THEIR CHARGE POINT TO THE PLAYER SITTING TO THEIR RIGHT. IF IMPLEMENTING THIS CHANGE THEN THE FOLLOWING RULE MUST ALSO BE IMPLEMENTED:

PLAYERS MUST PLAY A CIRCUIT CARD EVERY TURN UNTIL THEY NO LONGER HAVE ANY IN HAND.

RULES FOR RESTRICTED CARD USAGE

A MAXIMUM OF SIX MINI CARDS ONLY ARE ALLOWED TO BE

PLAYED DURING A PLAYER'S TURN.

A MAXIMUM OF 8 MINI CARDS ONLY ARE ALLOWED TO BE HELD AT ANY ONE TIME. THIS INCLUDES CHARGE CARDS, WHERE THE AMOUNT OF CHARGE IS REPRESENTATIVE OF THE SAME NUMBER OF MINI CARDS. ONCE A PLAYER REACHES THEIR MAXIMUM OF 8 MINI CARDS THEY MAY CONTINUE TO DRAW FROM THE SELECTION PILES AND MOVEMENT DECK BUT MUST MAKE A DECISION REGARDING WHAT TO DISCARD BACK TO THE RESPECTIVE PILES.

FOR VIDEO EXAMPLES OF GAMEPLAY AND RULES, PLEASE CHECK OUT OUR WEBSITE:

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