

(un)

Draft Rules and General Information

Category

Family, Accessible, Abstract Strategy

Player Numbers

2

Target Age

10+

Target Group:

Families, Casual and New Gamers, Warm up Game for Larger Game Groups



THEME SUMMARY

(un): Is the sacred process that occurs when darkness meets light. It is not an epic battle or hard-fought struggle for dominance, but a mildly competitive rivalry between these two natural elements. They flow into, around and through one another, each giving and taking, pushing and pulling, occupying and opening up space to allow for transition, all the while, working with the abilities granted to them by fate.

Game Term Descriptors and Mechanics

Abstract Strategy, Hand Management, Shared Movement, Action Drawing, Imperfect Information, Mild-asymmetrical actions,

Components and Game Material

- 1 5x5 Square Board (*print and cut*)
- 6 Player pieces (3 Black, 3 White)
 - *PnP users can use black and white chess pawns/draughts counters*
- 15 Movement Tokens, Custom Black/White Dominoes (*print and cut out*)
- 1 Draw Bag
 - *PnP users can use an envelope or cup (no peeking inside)*
- 2 Token Stands/Benches

Duration

20-30 mins, high replayability

Complexity

Light, Medium

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GAME TYPES

There are two game types that can be played with the un board and pieces.

These games are **DUEL** and **DANCE**. There are also variations on **DUEL** games where it can be played with 'Capturing' or 'Pushing' Rules.

<u>DUEL – Capturing (or) Pushing</u>	<u>DANCE - Pushing, Location Cards</u>
<ul style="list-style-type: none">- The objective is to get <u>all of your pieces</u> into the opponent's far corner (<i>the square with the ring in it</i>).- Any player piece that reaches the opponents corner has 'transitioned to the other side', and is regarded as 1 point to its player and is removed from the game.- The Winner is the player who transitions all pieces first.	<ul style="list-style-type: none">- The objective is to move your pieces to specific locations on the board, and to make certain shapes based on different cards in play.- When all three locations on a Sacred Shape card are landed on correctly the player claims that card as 1 point.- The Winner is the first player to achieve a specific number of points

**more details of different game types in further sections*

BASIC RULES and SETUP (*applies for both game types*)

Players each choose a colour, Black or White, and place their 3 player pieces in their respective corners of the board. Black pieces begins in the black corner. White in the white corner. Players decide for themselves who moves first.

BASIC RULES - CHOOSING, MOVING and DRAWING

- Each player draws 3 movement Tokens (Black/White Dominos) from the bag and places them in their hand / tile rack.
- Each domino has a white side 'W' and a black side 'B', each side has various number values (1/3) (1/2) (2/2) (0/0) etc.
- On their turns players **CHOOSE** one domino to play from their hand.
- From there, both players **MOVE** one of their pieces the number of spaces shown on their coloured side of that domino.
- The player who chose the token, acts first. They can move a piece, or in a capturing game, resurrect a previously captured piece **(see resurrection rules)*
- After that, their opponent must act and move one of their pieces.
- The choosing player **DRAWS** one more domino from the bag to their hand.
- Play then moves to the opposing player.

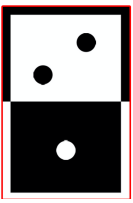
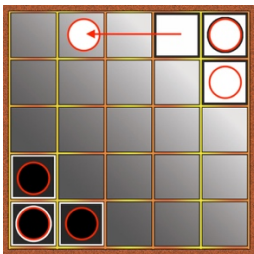
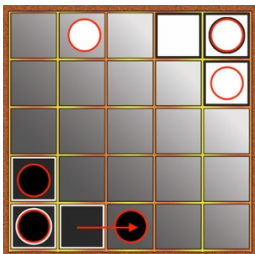
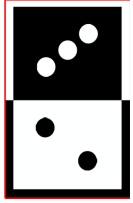
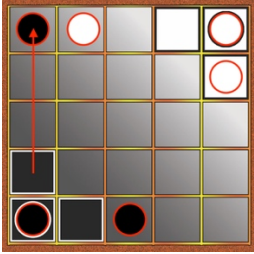
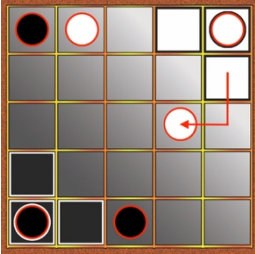
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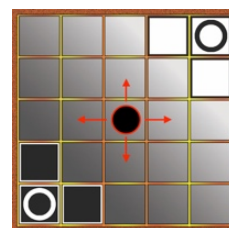
Turn example: (image below)

1. On White's turn, they choose a token that shows (W:2/B:1),
2. White must move one of their pieces 2 spaces.
3. Then, Black can move 1 space.
4. White then draws one domino from the bag, adding it to their hand/bench.
5. Next turn, Black chooses a domino that has (W:2/B:3)
6. Black must move one piece 3 spaces.
7. Then White must move one piece 2 spaces.
8. Black then draws one domino from the bag, adding it to their hand/bench.

EXAMPLE TURN

Choosing	First Move	Second Move	Drawing
 <p>White's Turn Player chooses this Domino</p>	 <p>White moves 2 spaces first...</p>	 <p>...then Black moves 1.</p>	<p>After both players have moved. White draws a new Domino from the bag.</p>
 <p>Black's Turn Player chooses this Domino</p>	 <p>Black moves 3 spaces first...</p>	 <p>...then White moves 2.</p>	<p>After both players have moved. Black draws a new Domino from the bag.</p>

- Players can only move orthogonally (left, right, forward, back), on the board, and can change direction if they wish, however...
- They **cannot move back over their route** or enter the same square twice on the same turn.
- Turns continue until there is one domino left in the bag.
- **THE FINAL DOMINO MUST REMAIN IN THE BAG AND IS NOT REVEALED.**
- Players must use their remaining dominoes from their hands until depleted.
- When both players' hands are empty all dominoes are replaced in the bag and each player randomly draws 3 dominoes. The game continues as normal.



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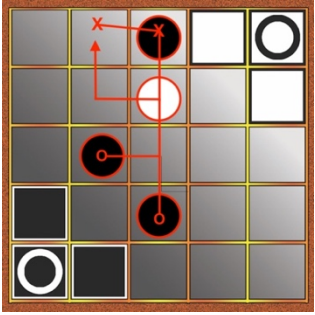

1) DUEL GAME – CAPTURING RULES

The objective is to score 3 points and to remove all of your pieces from the board by moving them into the opponents' far corner (the square with the ring in it).

BLOCKING and CAPTURING

- All playing pieces present obstacles, they cannot be passed through or hopped over.
- However, opponents can capture each other's pieces by finishing their turn exactly on an occupiers space.

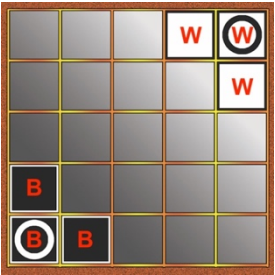
BLOCKING and CAPTURING

	 <p>White chooses and moves First</p>	<ul style="list-style-type: none">• White must make 2 moves.• White can't move through Black's piece... (X)• ...but they can get to the same square another way.• Or White could choose to capture one of Black's other pieces (O)
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- Captured pieces are removed from the board and returned to their player and can be resurrected* by that player later.

*RESURRECTION

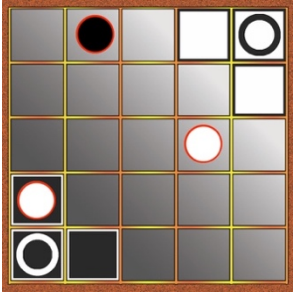
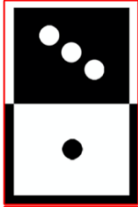
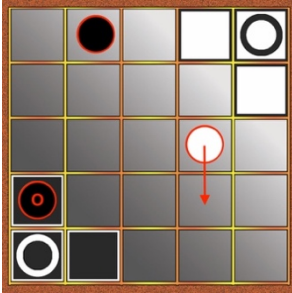
- Players can resurrect captured piece by playing a domino but sacrificing their own moves that turn.
- Players can only resurrect pieces on their turn, when they are choosing the movement token.
- Resurrected pieces must be placed in one of that player's starting squares.

	<ul style="list-style-type: none">- Black can resurrect in squares marked (B)- White can resurrect in squares marked (W)
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- Example:
 - White plays a domino (W:1/B:2).
 - White resurrects a player piece, placing it in one of their starting squares, and does not move.
 - Black moves one piece 2 spaces.
- You can capture an opponent's piece by resurrecting directly onto an occupied square.
 - Example:
 - Black plays a domino (W:1/B:3).
 - Black resurrects a player (O) and captures White's piece (which is next to the ring square)
 - White can still move one piece 1 space.

 <p>Board before moves are played</p>	 <p>Black plays this Domino</p>	 <ul style="list-style-type: none"> - Black Resurrects onto White's piece, capturing it. (O) - White can still move one space
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TRANSITIONING and SCORING POINTS

- Player's score points by moving a piece onto the opponent's corner, (*square with the ring in it*) and staying there until the end of that turn.
- Pieces can only transition at the end of a turn.
- **A turn ends when both players have completed moving their pieces**, and before the next movement token is chosen.
- It is possible to capture a piece that is in the 'ring square'
- When a piece is 'Transitioned' it scores a point for its player and is returned to its player, removed from play and cannot be resurrected.

THE WINNER IS

The first player to remove all their pieces from the board and score 3 points.

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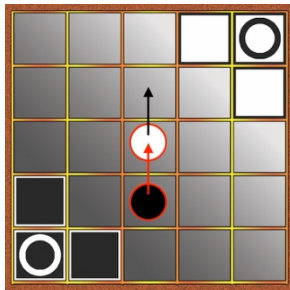
Draft Rules and General Information

2) **DUEL GAME – PUSHING RULES**

- Normal rules apply for DRAWING and MOVING. However pieces cannot be CAPTURED but can only be PUSHED.

PUSHING

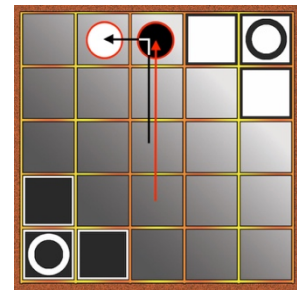
- Player can push other player pieces by moving into their occupied spaces on the board.
- You can push both friendly and opposing pieces.
- If pieces are pushed against a board edge or corner, they can then be pushed to one side.



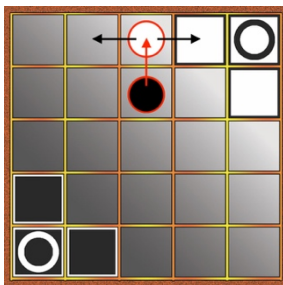
By moving into the square B pushes W one space in the same direction.

Pieces must be pushed in the same direction as the moving player.

If pieces are pushed against a board edge or corner, they can then be pushed to one side.



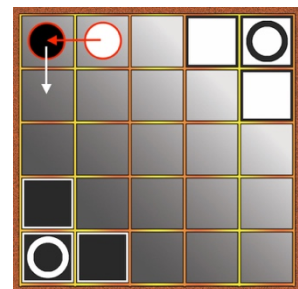
B Pushes W 3 spaces. 2 straight and 1 against the wall.



B can choose which direction W is pushed

The pushing player decides which side the pushed piece is moved.

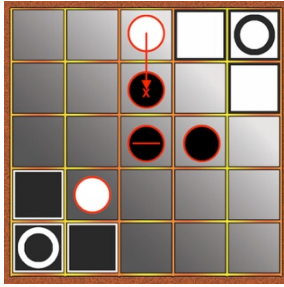
This includes playing pieces that are sitting or squatting in their own ringed corner.



W can move to push B out of the corner

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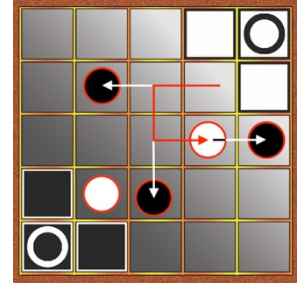
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W cannot push B straight because another B piece is blocking. (-)

You cannot push two pieces in one direction at the same time, and other pieces do not count as a wall.

You can push multiple individual pieces, with individual moves on the same turn.



W can push each of B's pieces individually as none of them are blocking each other.

- Bear in mind that if you push a piece when you move, that piece can push you right back.
- You can also push a piece by resurrecting into their occupied square

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Draft Rules and General Information

3) DANCE OF DUSK

EXTRA COMPONENT:

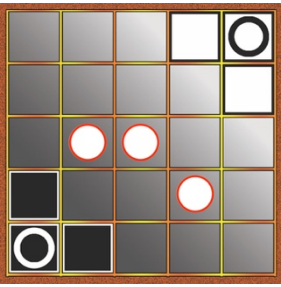
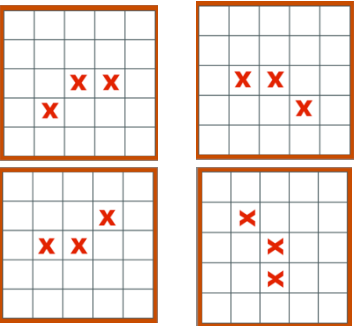
SACRED SHAPE CARDS: *Double sided cards where "X"s mark the spots on the board where players must try to position all their piece to complete 'Sacred Shapes' at the end of a turn.*

SETUP

- SET UP the game as normal. 3 pieces per player, 15 Dominoes in the bag.
- In addition to normal setup, shuffle the SACRED SHAPE CARDS into a Deck.
- Draw 5 SACRED SHAPES from the top of the deck and place them around the board.
- Players Draw Dominoes to their hands, choose who starts and play begins.

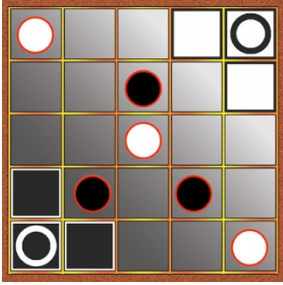
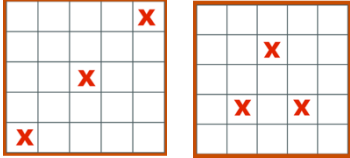
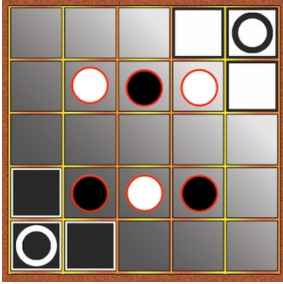
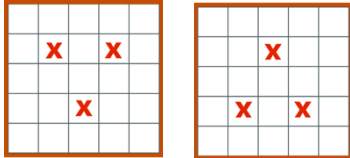
RULES

- Normal rules apply for DRAWING and MOVING.
- Pieces cannot be CAPTURED and PUSHING rules apply.
- Pieces cannot be TRANSITIONED and all six player pieces remain on the board for the whole game.
- Players must use their moves to position their pieces onto the squares marked by an X on the LOCATION CARDS.
- Players can claim a LOCATION CARD, at the end of a turn, when all 3 of their pieces are placed onto the Xs displayed in that location card.

 <p>The Location Card on the right is scored by White.</p>	 <p>These images are actually all the same card rotated and inverted. With the positions on the board (left) W can claim it.</p>	<p>Sacred Shapes, apply even when rotated, flipped or inverted.</p> <p>Players can move, rotate or flip the cards at any time to assess their view and position.</p>
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Draft Rules and General Information

	 <p>Both players score two different cards. W scores diagonal line (left) B scores small triangle (right)</p>	<p>It is possible for both players to claim 2 separate Sacred Shape cards at the end of the same turn.</p>
	 <p>Neither player scores this card as both have landed in the correct locations.</p>	<p>If, at the end of a turn, both players are positioned to <u>claim the same Location card</u> then neither can claim it and it remains available on the next turn.</p>

- If a player pushes an opponent's piece into a correct position, at the end of a turn, the opponent (*player who was pushed*) can claim that Sacred Shape card.
- After a Sacred Shape card is claimed, draw another one from the deck and place it by the board.
- Sacred Shape card cannot be claimed mid-turn,

FOR CLARITY: **A turn ends when both players have completed moving their pieces**, and before the next movement token is chosen.

WINNER IS:

The player who achieves the target number of Location Cards.

TINY GAME: First to 3

SHORT GAME: First to 5

MEDIUM GAME: First to 7

LONG GAME: First to 9

EXTENDED GAME: First to 11

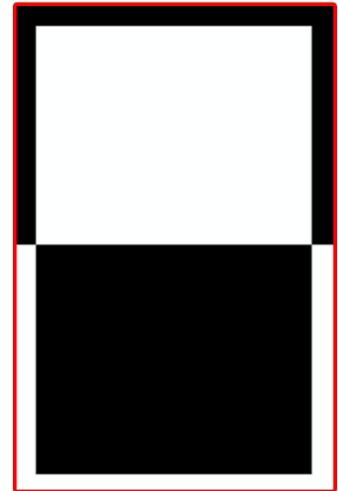
ULTIMATE GAME: First to 13

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Draft Rules and General Information

THE BLANK DOMINO

- There is one Domino in the set that is completely Blank
- This is a wild token and allows the choosing player to apply whatever number of moves they wish for that turn.
- They can choose a number from 0-3
- The chosen number applies to both players, so if a player with the blank token wishes to move 2 spaces, their opponent must also move 2 spaces.
- In a capturing game, the players can choose to apply the number 0 to the Domino and use it to resurrect one of their pieces for free.



FAQs

DOTS OR BOXES

Q: Do players receive moves from their coloured section of the domino or from the number of their colour dots on a domino?

A: Ultimately, players can choose whether they prefer to take their moves from the colour of the domino section or colour of the dots. It only matters that the rules are consistent for both players throughout the game.

WHICH GAME SHOULD I PLAY?

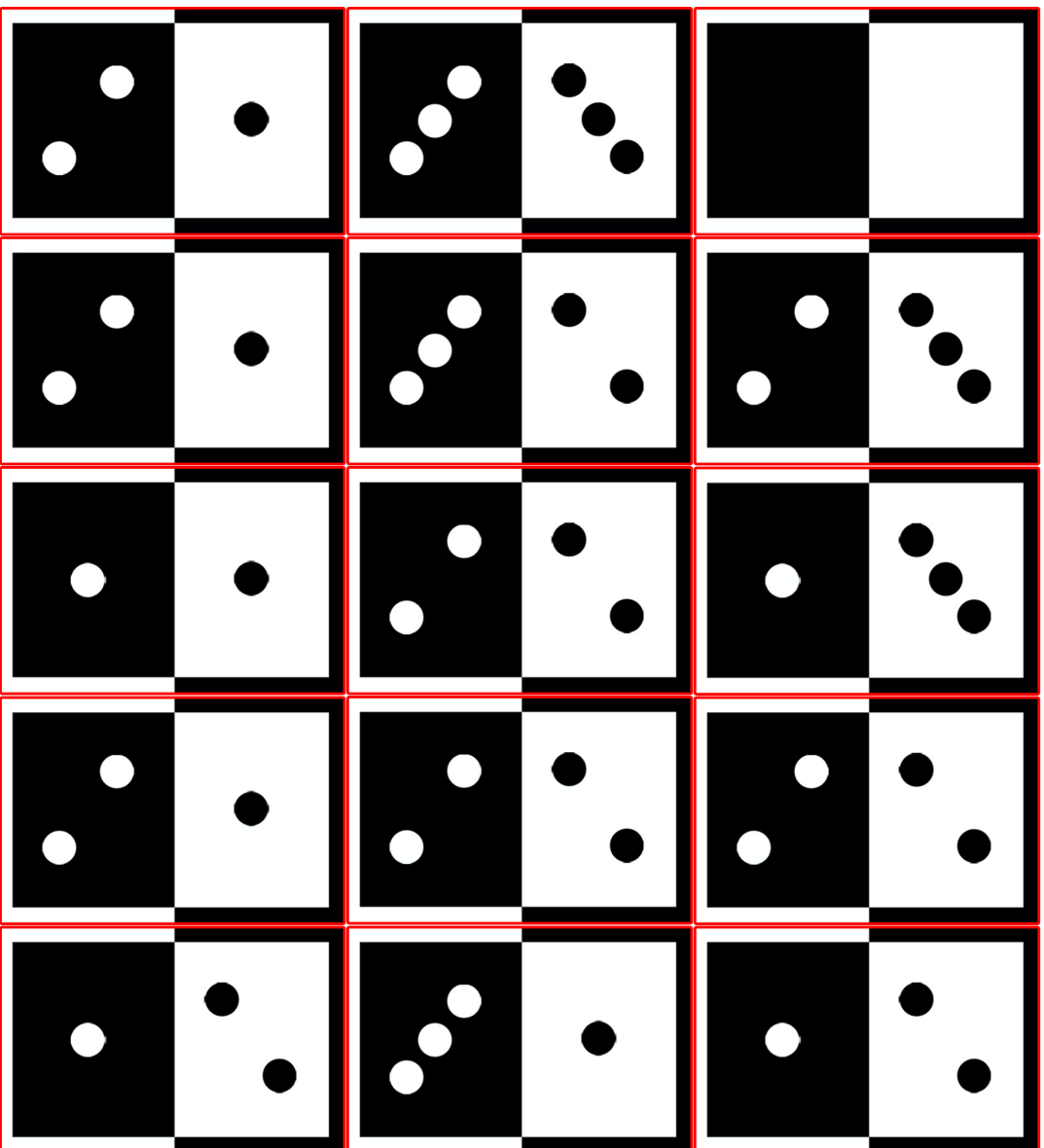
Q: Which game variation of **(un)** is best for me?

A: If you prefer quickfire, take-that or action games then **DUEL with capturing rules** might be most enjoyable. If you like logic puzzles, strategic thinking and calculated tactics then **DANCE with pushing rules** might suit better.

STRATEGIES

Q: Any good strategies to win?

A: Work off your opponent. Everything they do to you... you can do to them. Try to figure what dominoes they have by looking at what has already been played and what you have. You will have to compromise on some things. You may have to let one of their pieces through to get one of yours through. Also, bear in mind that in the **DUEL GAME** the closer you are to victory, the less options you will have.



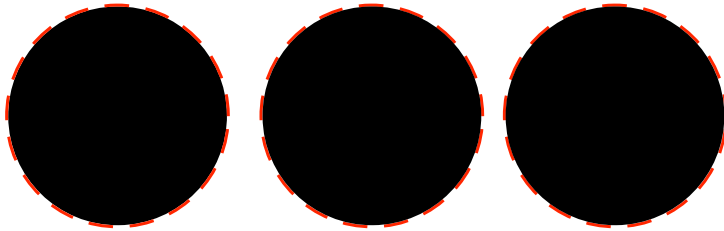
15 Movement Tokens

Cut along red lines.

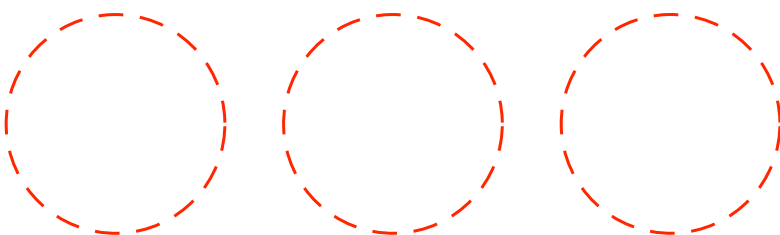
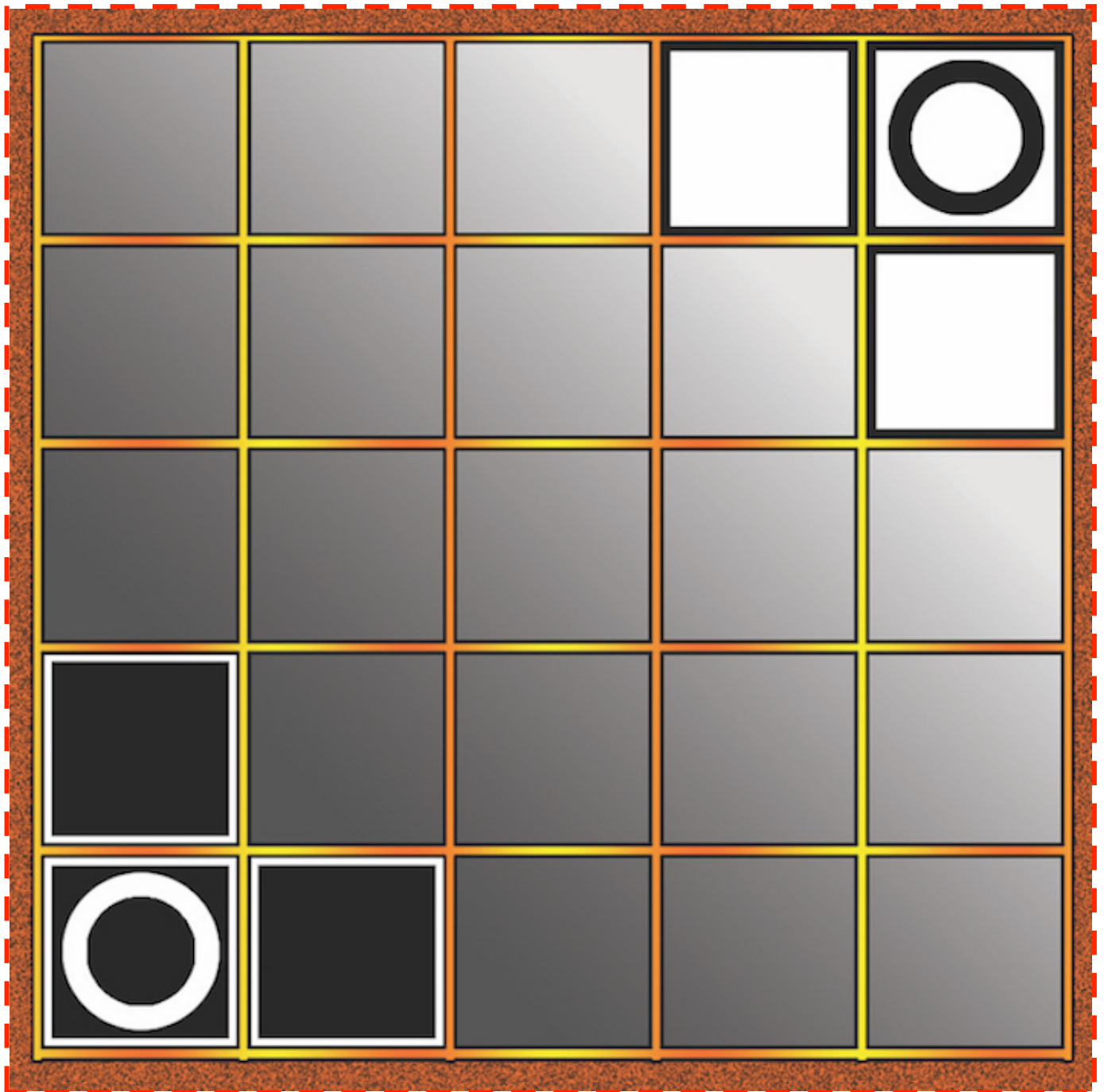
Print on card

-or-

glue onto another
sheet of card
to ensure tokens are
not transparent.

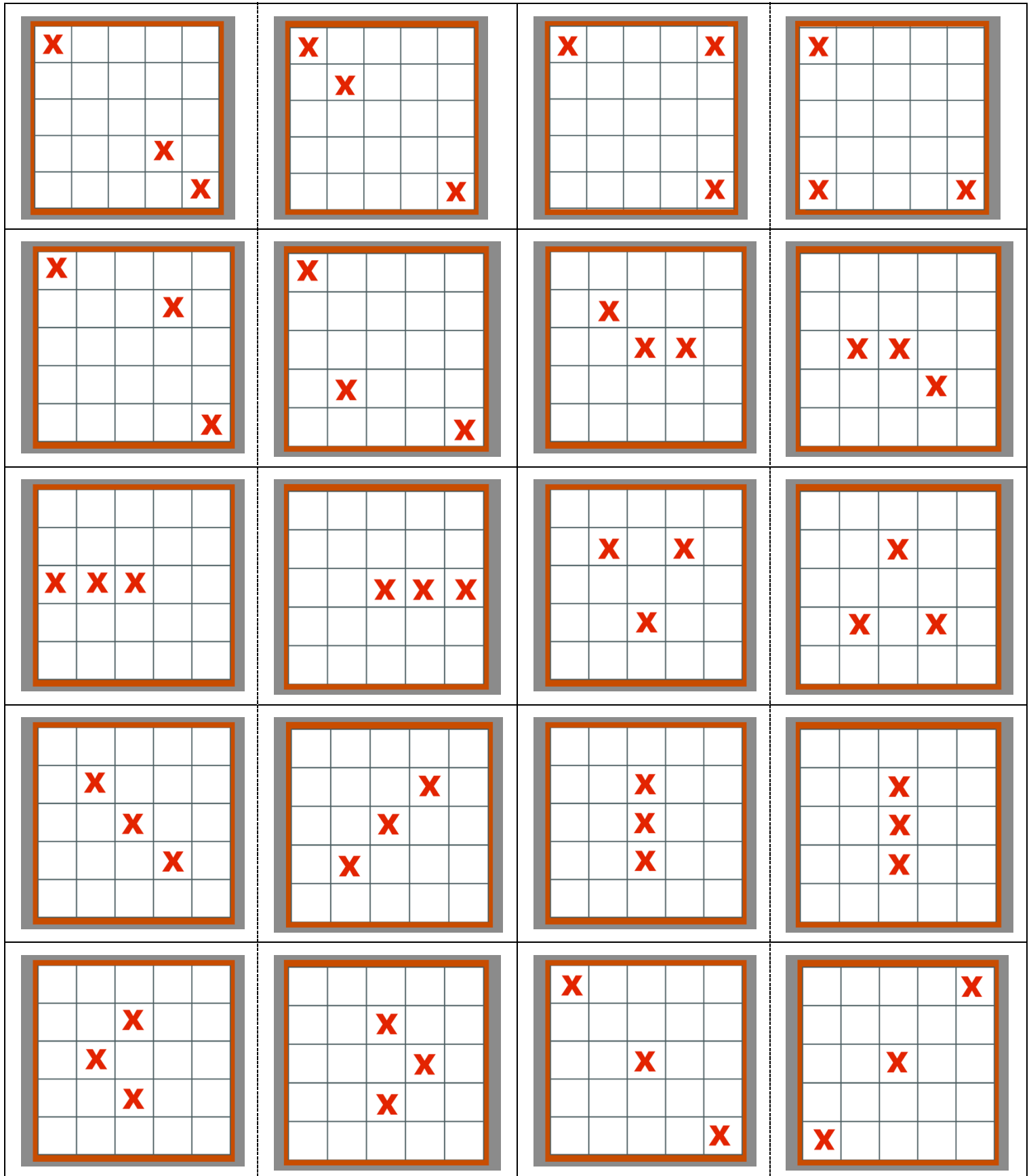


**Board and
Player pieces**
cut along red lines



(un)- SACRED SHAPE CARDS

Cut along Hard Black Line – Then Fold along Dotted/Broken Line.

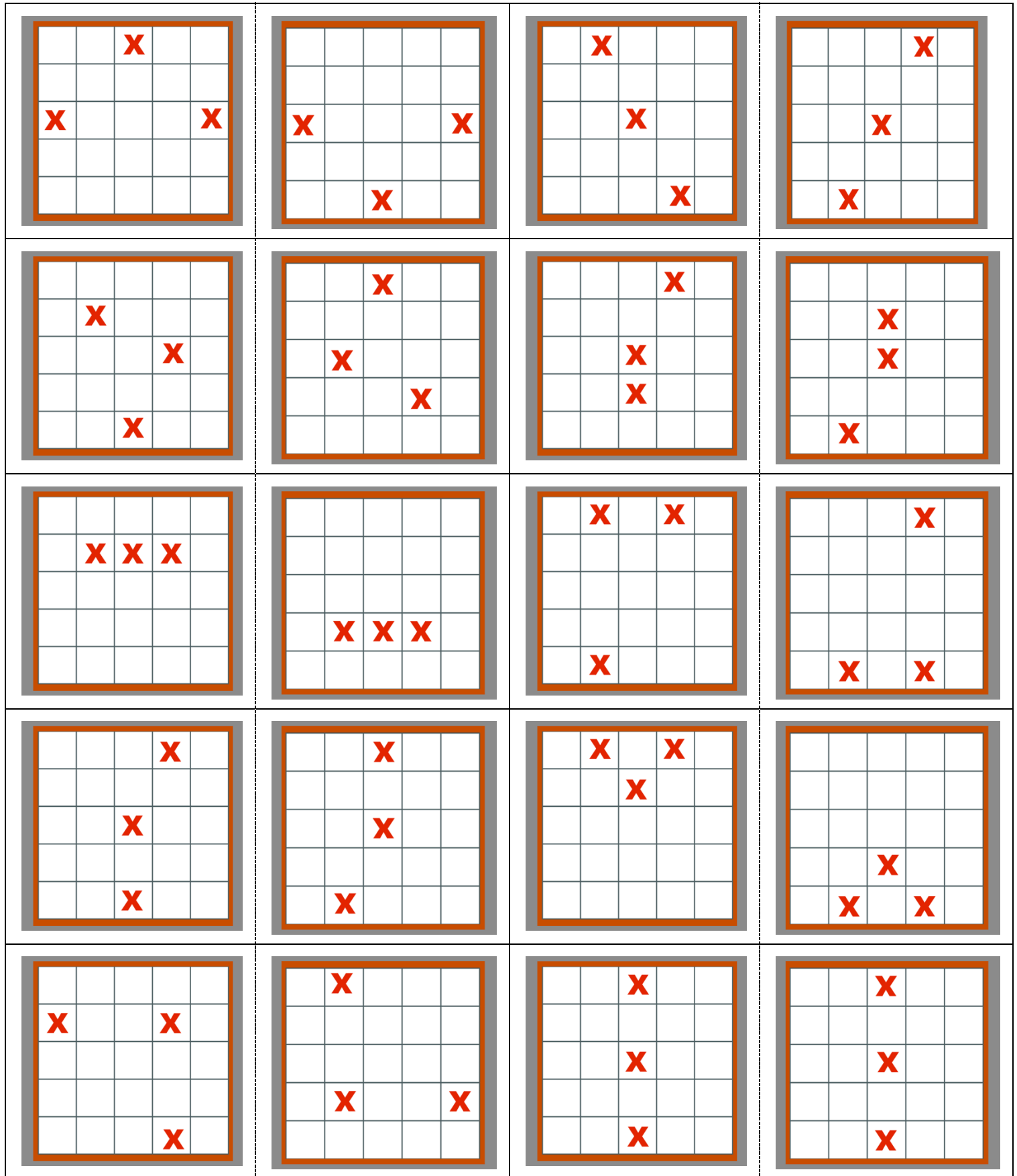


(un)- SACRED SHAPE CARDS

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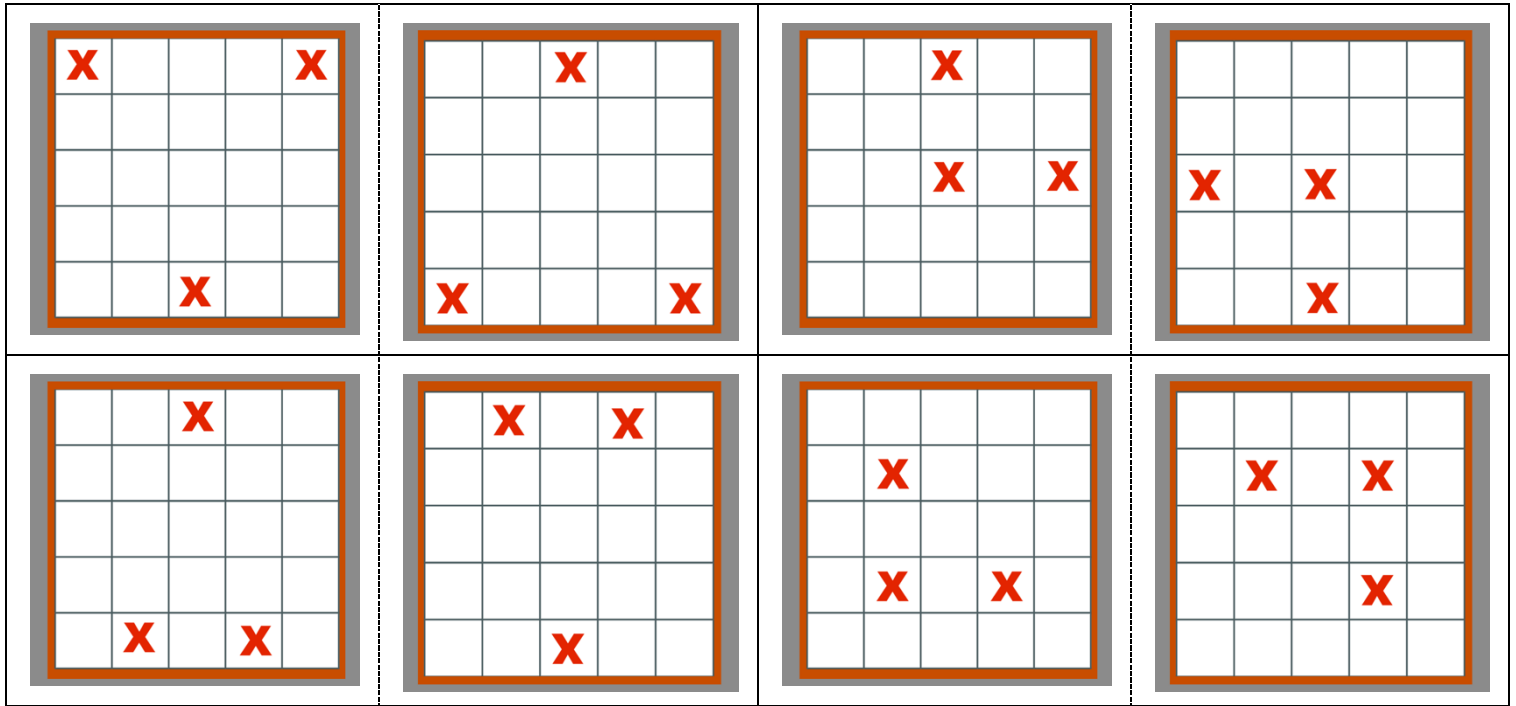


(un)- SACRED SHAPE CARDS

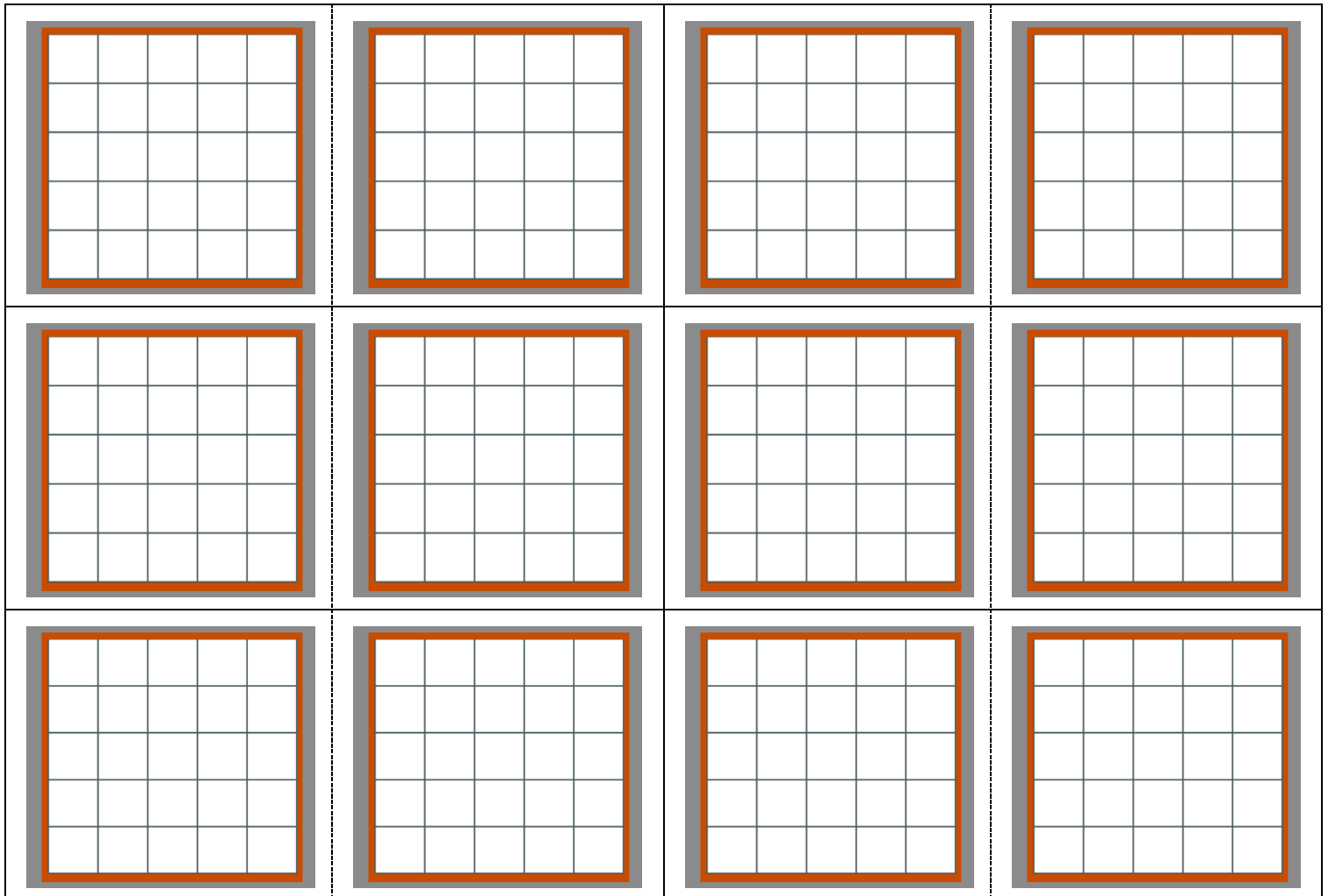
Cut along Hard Black Line – Then Fold along Dotted/Broken Line.

(un)- SACRED SHAPE CARDS

Cut along Hard Black Line – Then Fold along Dotted/Broken Line.



Design Your Own Sacred Shapes



(un)- SACRED SHAPE CARDS

Cut along Hard Black Line – Then Fold along Dotted/Broken Line.