

# ***ORGANICA***

Players: 2 (tentative number, may support more people)

COMPONENTS (for a 2 player game)

- 20 pawns (10 of each color)
- 8 Leaders (4 of each color) Leaders and pawns are collectively known as pieces
- A hex grid in the shape of a hexagon

The players choose whatever means they prefer to pick a starting player

OBJECT OF THE GAME

The first player to force his opponent into having no legal moves wins. A player can also win when he captures all the opposing leaders from the game.

ORDER OF PLAY

Players place three pawns on the marked spots that are on opposite corners of the board (They are marked by Xs, Os). After this players start taking turns.

TURN SEQUENCE

On your turn, you can do one of the following.

- Place a Leader or
- Place 1 (**ONE**) pawn and move 1 (**ONE**) group of pieces that is size three or greater (movement is optional)

If a player can't place any more pieces on the board, he may proceed to move.

A group of pieces is, at its most basic level, two adjacent pieces of the same color on the board. This is a group of size 2. Larger groups are made by placing pieces adjacent to the group. The size of the group is determined by counting the number of pieces on the group

ABOUT PLACEMENT

Leaders cannot be placed adjacent to another leader of the same color.

Pieces can be placed on any of the blank hexes of the board, as long as they are unoccupied and meet the above comment.

ABOUT MOVEMENT

First of all, pieces can only be moved when they belong to a **GROUP** that is **AT LEAST** size three. A group of pieces is, at its most basic level, two adjacent pieces of the same color on the board. This is a group of size 2. Larger ones are made by placing pieces adjacent an already existing group (expanding) or by joining different pieces

together during movement. The size of the group is determined by counting the number of pieces on the group

On their turn, the player chooses ONE group to move that is AT LEAST size three, and then proceeds to announce the size of the chosen group. A group can move as many spaces as its size. You are not forced to use all your movement capacity. The player can **ONLY MOVE THE CHOSEN GROUP.**

Other things to keep in mind:

- The group **DOES NOT** move as a whole. Instead, each piece has to move individually one space at a time **AROUND** the group, reconfiguring it as it moves.
- You can use your movement capacity to move more than one piece within the group.
- You can move a piece or leader away from the group during your movement, breaking it two or more different parts in the process, but it ends your turn. A movement that does not break the group apart does not end your turn, unless you run out of moves while doing it.
- It is possible to move one piece or leader so it links the group a player is moving to another piece or group. When this happens a **FUSION** occurs, and they
- A Leader **CANNOT** be moved adjacent to another Leader of the same color, even if it would be moved away later using the remainder of the moving capacity of the group.
- It is possible to capture an opponents' pieces or leaders during a player's movement. Read on to find out how.

#### ABOUT CAPTURES

- Hexes can only be occupied by **ONE** piece. However, **LEADERS** can **CAPTURE** the opposing player's **PAWNS** by moving to a space they occupy. Leaders can capture more than one pawn on a turn.
- **LEADERS** can be captured when they are **COMPLETELY SURROUNDED** by opposing pieces.
- Captured pieces are **REMOVED** from the game.