

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 colors used for solo testing were yellow and black, so they may show up on the instructions.

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 and removes them from the game.

ORDER OF PLAY

1. The players choose whatever means they prefer to pick a starting player
2. Players place three pawns on the marked spots that are on opposite corners of the board (They are marked by Xs, Os). After this is done, players start taking turns.
3. Players keep taking turns until a winner is declared. Refer to the turn sequence section for information regarding what a player can do on his turn.

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 make whatever legal move he can.

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 requirement. Try to use that to your advantage.

ABOUT MOVEMENT

First of all, When two or more pieces of the same color are together (i.e. next to each other) they form a group. The size of a particular group is determined by how many

pieces belong to said group. For instance, two yellow pawns and a yellow leader that are together on the board make up a size three group.

Pieces can only be moved when they belong to a **GROUP**, and the group needs to be **AT LEAST** size three. Larger groups can be made by placing pieces adjacent an already existing group (expanding) or by joining different pieces together during movement.

On their turn, the player chooses **ONE** group to move, and then proceeds to announce the size of the chosen group, which can then be moved as many spaces as its size. You are not forced to use all your movement capacity. The players 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 be moved individually **ONE** space at a time **IN ANY DIRECTION** to an unoccupied hex, but if a move reduces the size of the group you are moving, it ends the player's turn.
- You can use your movement capacity to move more than one piece within the group.
- If a move brings a group and another piece or group together a **FUSION** occurs, and the linked pieces can be moved with the remaining movement capacity. However, breaking a fusion while moving your pieces ends your turn.
- Movement capacity during a turn **IS NOT** increased after a fusion.
- 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 opponent's 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 during a turn.
- **LEADERS** can be captured when they are **COMPLETELY SURROUNDED** by opposing pieces.
- Captured pieces are **REMOVED** from the game.