



BALANCEFORMERS



LEGEND

This game was designed with one idea in mind: what if the main purpose of the game was to help others? In the game, you will try to help other beings to survive. But can you keep the light and dark energy in balance?

COMPONENTS

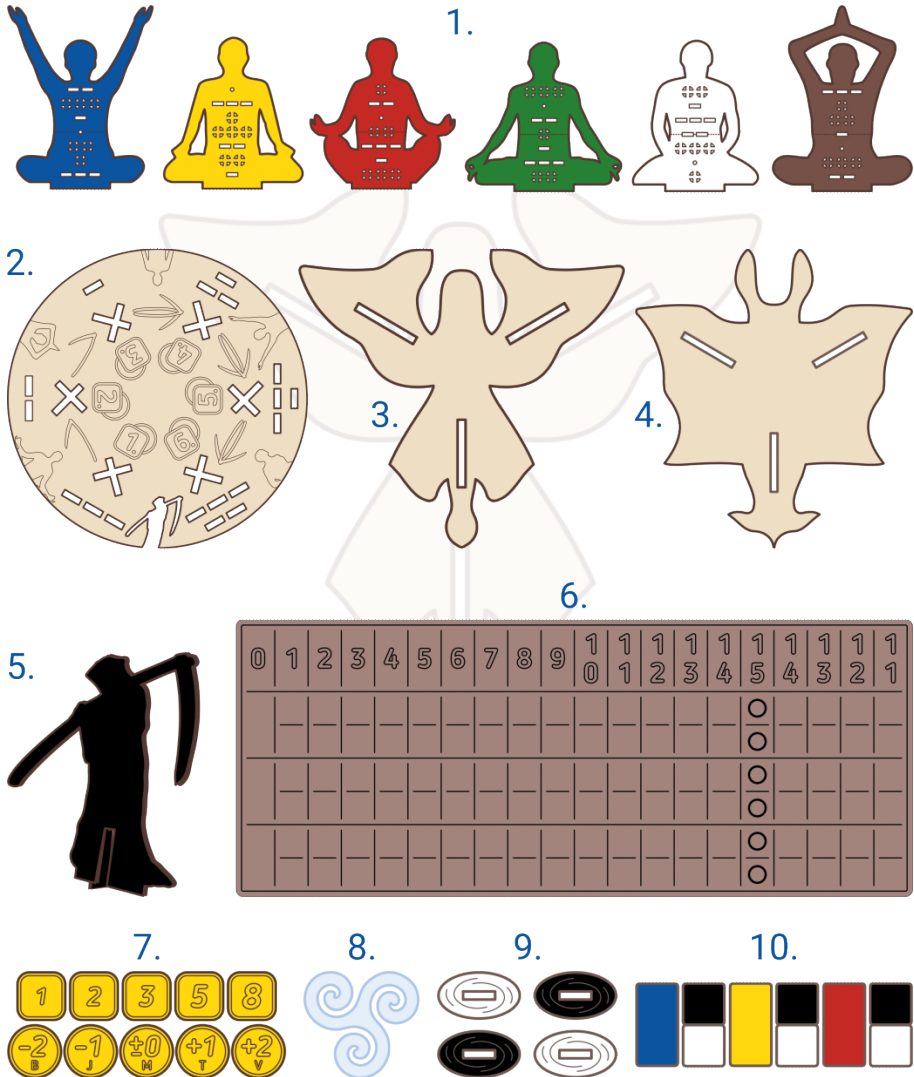


Figure 1 – List of game components

Below is the list of game components shown in [Figure 1](#) on the previous page.

1. 21 Beings (3 colour sets of 7 beings)



The game is available in two variants - Black and White, which have different beings. These two variants can be combined to play the game with up to six players.

2. 1 Cycle board
3. 7 Angles
4. 7 Demons
5. 1 Death
6. 1 Scoring table
7. 30 Initiation tokens
8. 15 Reincarnation tokens
9. 21 Showdown tokens
10. 9 Scoring tokens (3 coloured, 3 white, 3 black)
11. Rulebook (collector's edition only)

AIM OF THE GAME

The game aims to score white and black points, both of which are equally important. White points are scored when you help a being survive, while black points are scored when your being dies. The lower of the two scores counts at the end of the game, so it is not advisable to neglect either type of point. The 15-point column in the scoring table represents the maximum threshold for optimally balancing the scoring tokens and is marked with circles. Exceeding this threshold by any scoring tokens will result in a point loss.



If any tokens reach the end of the scoring table (the last 11-point column), they remain there until the end of the game and are not moved further or returned.

GAME SETUP

1. Arbitrarily connect the angels and demons with the light side up to create a solid playing board. In a 2-player game, use 5 angels and 5 demons. In a 3-player game, use all angels and demons.
2. Each player chooses a colour and receives 7 beings and 10 initiation tokens in the chosen colour.

3. Each player receives a large scoring token in the chosen colour and two small scoring tokens (white and black).
4. Place the large scoring tokens on the first column of the scoring table (value 0) and place a white and black small scoring token on each.
5. Place the showdown tokens and reincarnation tokens near the playing board.
6. Place the cycle board next to the playing board and place Death in the first cross of the cycle board.



This first cross marks the first round of the game, known as foreplay.

GAMEPLAY OVERVIEW

The game is played for 6 rounds or until the end of the game. The individual rounds are shown and numbered on the cycle board, where the direction of Death's movement is marked with scythes.

The first round of the game is played differently from the others and is known as foreplay.

In the foreplay, individual players place their beings on the playing board, while in subsequent rounds they can perform various actions such as moving beings or reincarnating them. At the start of each round, an initiative is determined, which influences the order in which players take their turns. All game rounds end with a showdown followed by a Death movement.

The different phases of the game are explained in separate chapters.

INITIATIVE

Initiative affects the order of players in each round and is determined as follows:

At the start of the game, each player has 5 square and 5 round initiation tokens of his colour, from which he must secretly select **1 square** and **1 round** token and place them face down near the cycle board.

Once all players select their two tokens, turn them face up and rank the sum of the values of each pair from highest to lowest to determine the order in which each player will take their actions for that round. If the sums are equal, determine the order by the letter on the round initiation token (alphabetical order) – see [Figure 2](#).

Once the initiative is determined, the used tokens remain placed next to the cycle board for the rest of the round and **do not return** to their owners **at the round's end!** In each subsequent round, you will choose from fewer amount of initiation tokens.

In the fifth round, if it occurs, there are no more initiation tokens to choose from and each player must use the last two initiation tokens. If the sixth game round is reached, players take back all the initiation tokens in their colour and can choose from all of them again.

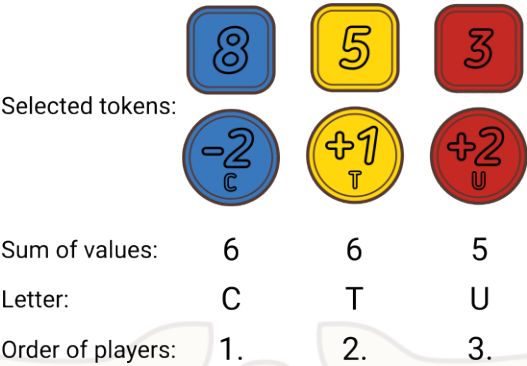


Figure 2 – Pairs of initiation tokens and the resulting order of players

FOREPLAY

Foreplay is the first round of the game and proceeds with players taking turns placing beings on the playing board until all beings are on the board.

The player with the highest initiative starts by placing **one** of his/her beings. The second player follows by placing **two** beings at a time. Then it is the third player's turn, who also places **two** beings. In this order, players rotate around, placing two beings each time (except at the end, when some players may place only one last being).



This phase can have a significant impact on the course of the game therefore you should think carefully about it.

Once all the beings are on the board, another phase called the Showdown follows, described in the chapter [Showdown](#), page 7.

OVERVIEW OF ACTIONS

From the second round onwards, players no longer take turns but play their entire turn one by one (depending on their initiative). Each player has as many actions available during his/her turn as the sum of the values of the initiation tokens he/she used during that round.

A **one action** can be used to **reincarnate one** being or to make **one movement with any being**. The different types of actions can be combined as desired. Unused actions cannot be transferred to subsequent rounds.

REINCARNATION OF A BEING

You can only perform a reincarnation if you have at least one reincarnation token available.

By performing a reincarnation action, you may place one of your dead beings on any available slot on the playing board for 1 reincarnation token (return it to the common supply).

MOVEMENT OF A BEING

The being can only move to one of the adjacent free slots. It is not possible to skip slots occupied by other beings. A single being can move multiple times within a round.

An adjacent slot is any slot within the same piece of the board (same angel or demon) or a slot located in the same body part of an adjacent piece. In the case of a wing, an adjacent slot is considered to be only the closer slot within the touching wing.



Thus, it is only possible to move from angel to demon (and vice versa) from wing to wing or from legs to legs.

The following figure shows the possibility of moving a being from a marked slot on an angel wing to adjacent demon wings or other slots on the same angel.

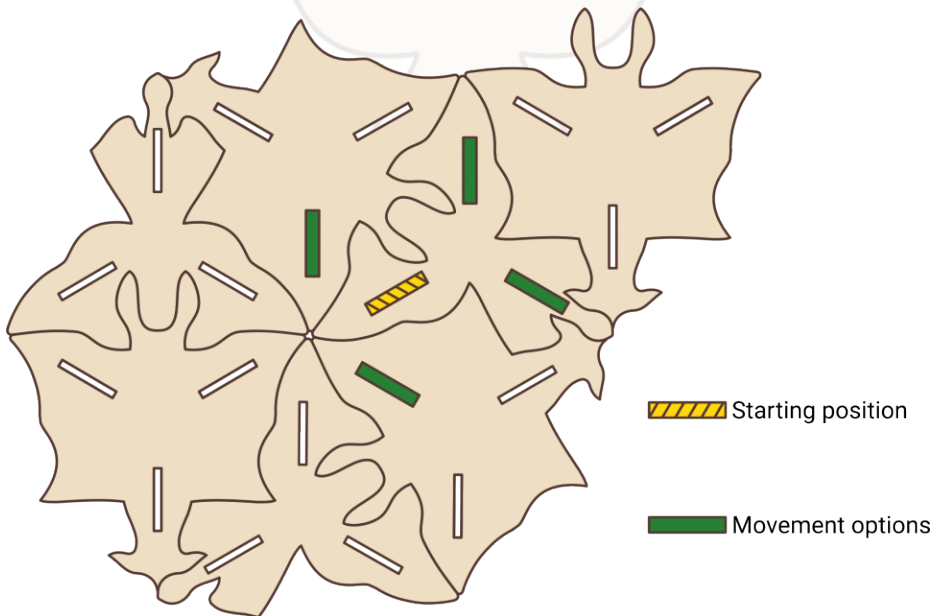


Figure 3 – Example of adjacent slots

SHOWDOWN

Each being has 7 energy values – 3 positive (+1, +2, +3) representing energy surplus, 3 negative (-1, -2, -3) representing energy deficit and zero (0) representing balance (see [Figure 4](#)).



Each being is unique regarding the arrangement of energy values (the uniqueness of the beings is also applied to the combination of both BLACK and WHITE versions of the game, i.e. in a six-player game).

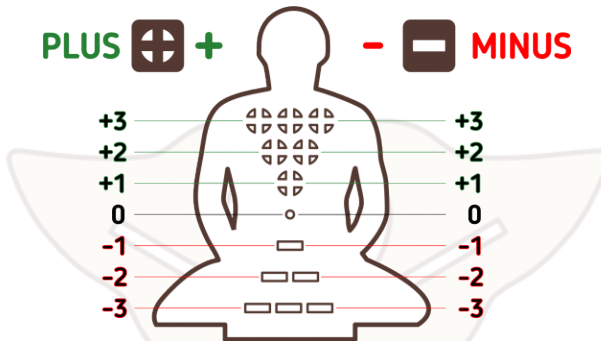


Figure 4 – Example of an arrangement of energy values of one being

During the showdown, **all beings** will gradually come into the crosshair of Death and an evaluation will be made as to whether a given being survives or dies.

First, determine what energy deficit Death is targeting this round. You can see this by the "-" symbols on the cycle board where the Death figure stands (see [Figure 5](#)).



In each round, Death targets a different energy deficit value, and from the fourth round on, there will even be a pair of energy deficits at different energy levels.

Now successively evaluate the state of each being at each location, which is always defined by the boundary of one angel or demon - add up the values of the energy surpluses and deficits of the beings present only at the energy level where the evaluated being has a deficit corresponding to Death's crosshair (see [Figure 5](#)).



The showdown always involves a **triple of slots** (beings that are located in at least some of them) **on individual angels/demons**.



Any balance (a value of 0) on any of the beings also counts towards the total, although it does not affect the result.

The following figure shows an example of a showdown for one of the three beings on the demon field in the second round of the game, where an energy deficit of -2 is evaluated.

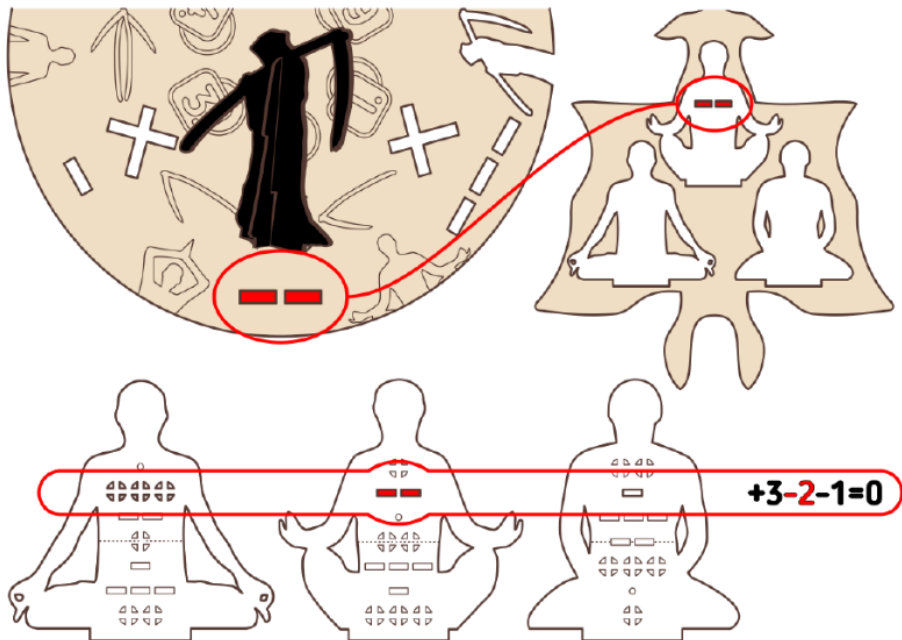


Figure 5 – Evaluation of the level of energy deficit of the being

The showdown can have three different results:

1. The positive sum of values – the evaluated being survives
2. The zero-sum of values – the evaluated being survives
3. The negative sum of values – the evaluated being dies

1. THE POSITIVE SUM – THE EVALUATED BEING SURVIVES

If the sum of three values in the respective level is positive, proceed as follows (see [Figure 6](#)):

- Place the showdown token, **white side up**, on the head of the evaluated being.
- Each player whose supporting being (**not the currently evaluated one**) is in the evaluated location moves his/her white scoring token 1 space to the right in the first three rounds of the game or 2 spaces to the right from the fourth round onwards.



Supporting beings refer to the remaining beings at each location that helped the evaluated being survive. In other words, if the evaluated being survives, the remaining beings in that location are supporting beings.



If both supporting beings are owned by the same player, the score is not increased. If the evaluated being survives, the player moves his white token 1 space in the first 3 rounds or 2 spaces from the fourth round onwards.

The following figure shows the evaluation of the being on the right (blue) in the second round of the game. The being survives because the total sum is positive at the evaluated energy level. Players who own the remaining two supporting beings (blue and yellow) will move the white scoring token 1 space to the right. The evaluated being will be marked with a showdown token placed on its head, white side up, to indicate its survival.

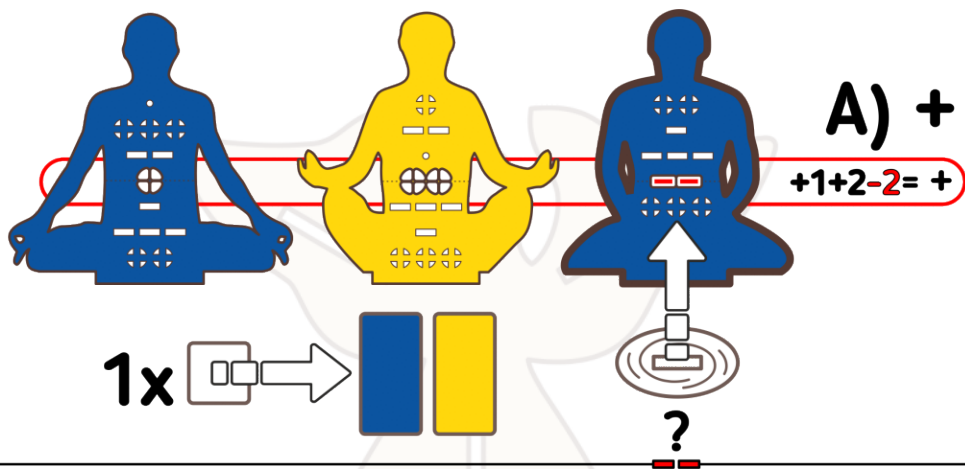


Figure 6 – Evaluation of the blue being (survival) and its consequences

2. THE ZERO-SUM – THE EVALUATED BEING SURVIVES

If the sum of three values in the respective level is zero, proceed as follows (see [Figure 7](#)):

- Place the showdown token, **white side up**, on the head of the evaluated being.
- Each player whose supporting being (not the currently evaluated one) is in the evaluated location moves his/her white scoring token 1 space to the right in the first three rounds of the game or 2 spaces to the right from the fourth round onwards, and receives 1 reincarnation token as a reward for creating balance (value 0).



If you are to receive a reincarnation token and there are none left in the common supply, take it from the player who has the most. In the event of a tie, you may choose who to take the token from.

The following figure shows the evaluation of the being in the middle (yellow) in the second round of the game. The being survives because the total sum is zero at the evaluated energy level. As a result, the player who owns the remaining two supporting beings (blue) will move the white scoring token 1 space to the right and receives 1 reincarnation token. The evaluated being will be marked with a showdown token placed on its head, white side up, to indicate its survival.

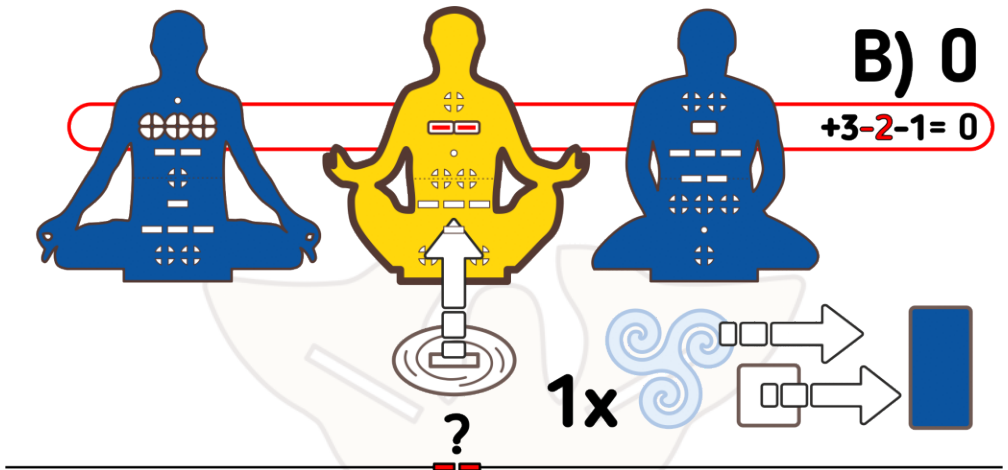


Figure 7 – Evaluation of the yellow being (survival) and its consequences

2. THE NEGATIVE SUM – THE EVALUATED BEING DIES

If the sum of three values in the respective level is negative, proceed as follows (see [Figure 8](#)):

- Place the showdown token, **black side up**, on the head of the evaluated being.
- The player who owns the dying being moves his **black scoring token** as many spaces to the right as the number of rounds currently in progress.

The following figure shows the evaluation of the being on the left (blue) in the second round of the game. The being dies because the total sum is negative at the evaluated level. The player who owns the dying being (blue) moves his black scoring token 2 spaces to the right, as the second round of the game is currently in progress. The evaluated being will be marked with a showdown token placed on its head, black side up, to indicate its death.

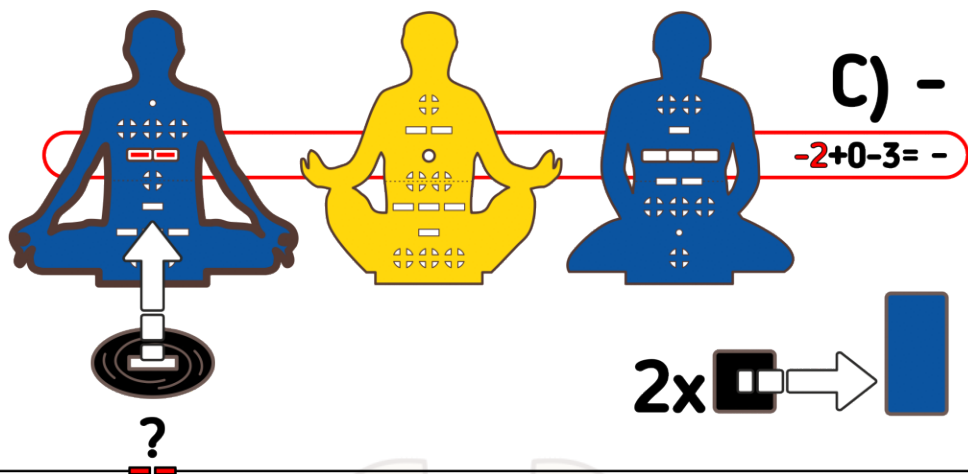


Figure 8 – Evaluation of the blue being (death) and its consequences



Dying beings are considered fully functional to evaluate other beings, and their energy is normally counted in the total at the respective energy levels.

Once you have evaluated all beings at each location, the showdown is over.

Remove all dead beings from the playing board. Players return them to their supply and may use the reincarnation token to place them back on the board in subsequent rounds.

Return all showdown tokens from both surviving and dead beings back to the common supply.

If any player has no beings of his/her colour on the board after the showdown, the game ends (see [End of the game](#), page 13). Otherwise, the Death movement phase occurs (see the following chapter).



It is recommended that players take turns in evaluating beings during the showdown. For example, it is appropriate to evaluate one location and give the floor to the next player. Alternatively, players can perform evaluations at different locations simultaneously to speed up the showdown.



In addition to moving the scoring tokens, remember to give players reincarnation tokens (only if balance is reached - value 0).

DEATH MOTION AND FORMATION OF BLACK HOLES

At the very end of each round, Death always moves one cross on the cycle board in the direction of the scythes. This results in the determination of a new energy deficit, which will be evaluated during the showdown in the next game round.

At the same time, the game plan collapses. Turn all angel and demon pieces that **have no beings** on them black side up. These black angels and demons serve as black holes later in the game, through which you can move freely but cannot place any beings on them.

Movement through these black holes is as follows: if you step on a black part of the board during a being movement action, the black hole will move you to an available adjacent light slot at either end (see [Figure 9](#)).



You can move freely in any direction through the black holes (later often composed of more pieces of the playing board).

The following figure shows the movement options for a being from a marked slot on an angel's legs to adjacent demon's legs or other slots on the same angel. Since the adjacent leg of one demon is part of a black hole, the being can move to all available slots located at the edge of the black hole.

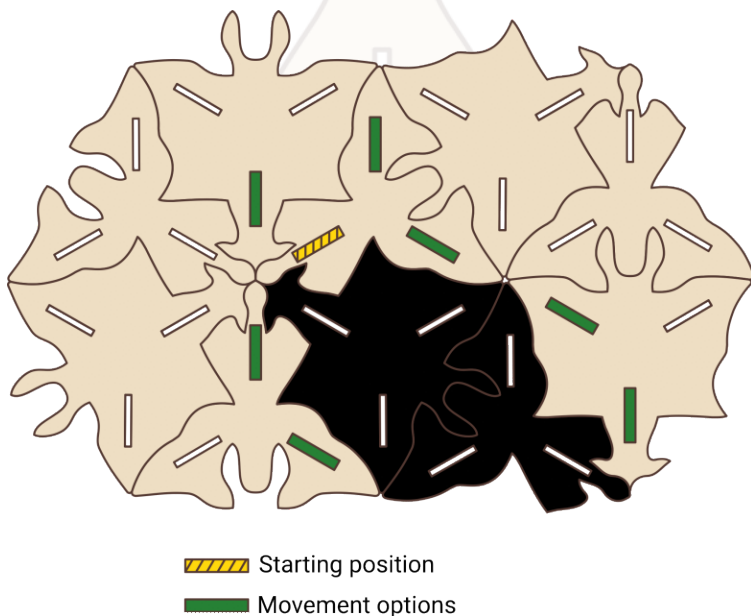


Figure 9 – Example of moving to adjacent slots through a black hole

END OF THE GAME

The game ends when a player has no beings on the playing board (no representatives of any of the colours). No further rounds of the game are played. Players compare the values of their scoring tokens (black and white) on the scoring board and the player with the highest value of his/her **worse-placed token** wins.

In the event of a tie, the player with the higher value of his/her second scoring token wins. If there is a tie again, the players share the victory.

The following figure shows the situation at the end of the game, where the blue player has the worse-placed token at value 11 and the red and yellow players at value 12. Since there is a tie between the red and yellow players, the second token is compared. The yellow player wins because the value of his second token is 13, while the red player's value is 12.

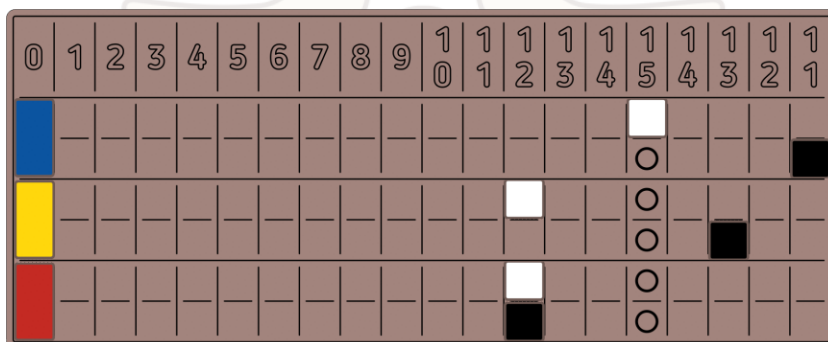


Figure 10 – Yellow player wins the game (example)

CREDITS

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Special thanks to M. C. Escher from Holland (1898-1972), who became famous, among other things, for creating special patterns (most often animals) that fit together precisely and form a solid surface.

