

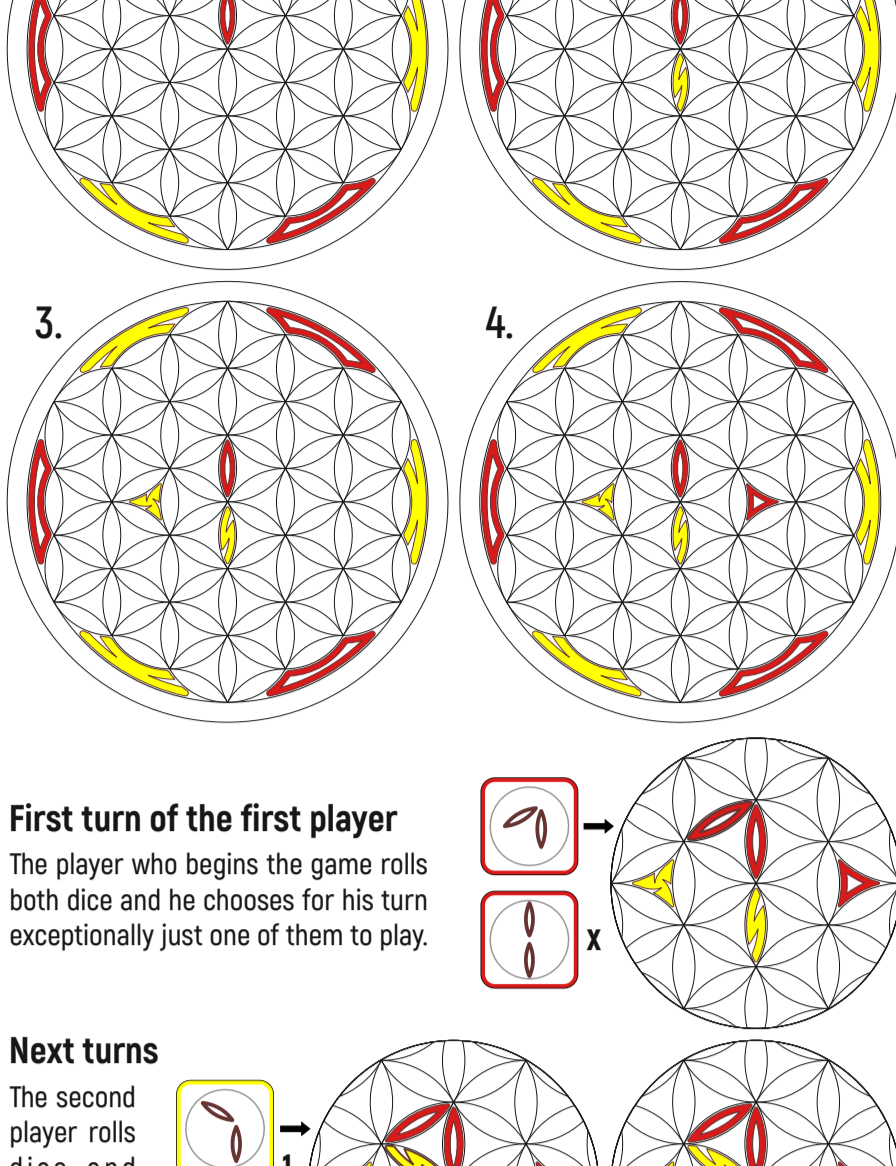
Visual guide to the EQUILIBRIX Connect board game

This guide has been created for those of you who are trying to play this game for the first time or for those who have already played the game, but they are not sure about some specific situation.

Two player game

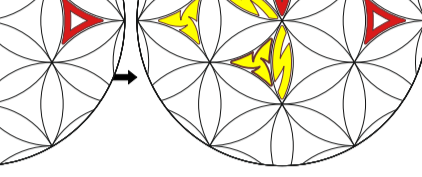
Game opening

One of the players places his stone on any free field. The second player reacts by placing his stone in the inverse position towards the centre of the playing field. Then the second player places his second stone on any free field and the first player repeats the positioning procedure in the same way so that the layout is symmetrical and fair.



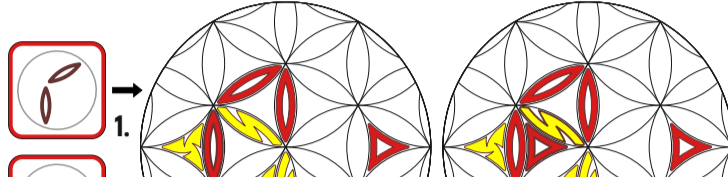
First turn of the first player

The player who begins the game rolls both dice and he chooses for his turn exceptionally just one of them to play.

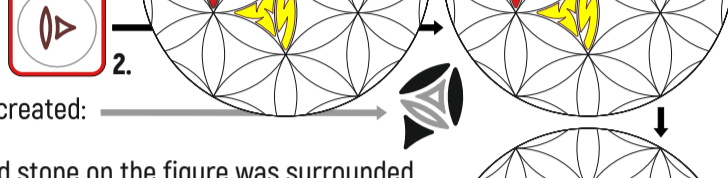


Next turns

The second player rolls dice and plays them both. He determines the order.

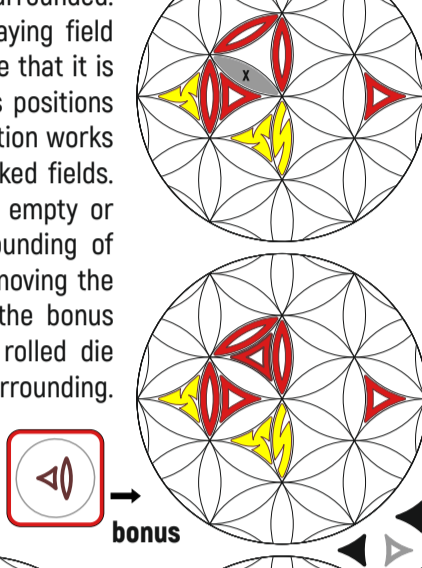


The red one rolls these dice and plays them in this order. So that one of the attack formations is created:

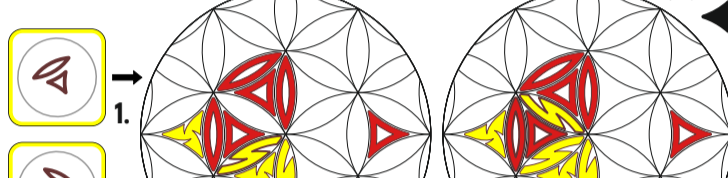


The highlighted stone on the figure was surrounded. This stone will be removed from the playing field and given back to the owner's stock. Note that it is not necessary to occupy both of victim's positions marked on the overview card. This formation works as two independent attacks on two marked fields. If one of these two attacked fields are empty or occupied by the attacker's stone, surrounding of the second field still applies. Besides removing the surrounded stone can player also use the bonus action and he can play again the last rolled die which helped him to carry out the surrounding.

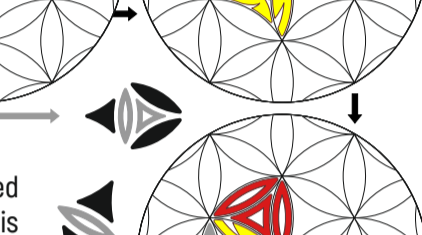
This turn can be used for defence by placing the stone on the field which could be also useful for the opponent to complete his attack formation.



The yellow player rolls this way, he prepares his position and places his stone so that he surrounds 2 stones:

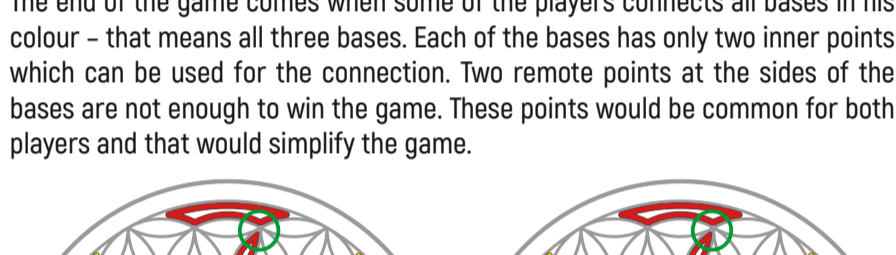


Note that the second player has just placed his stone on the surrounded field - this is completely in accordance with the rules. It does not matter, if that kind of action leads to surrounding or not. However, it was on purpose in this case. Both surrounded stones are removed from the playing field and the attacker is entitled to carry out the bonus action so he plays again.



Game end

The end of the game comes when some of the players connects all bases in his colour - that means all three bases. Each of the bases has only two inner points which can be used for the connection. Two remote points at the sides of the bases are not enough to win the game. These points would be common for both players and that would simplify the game.

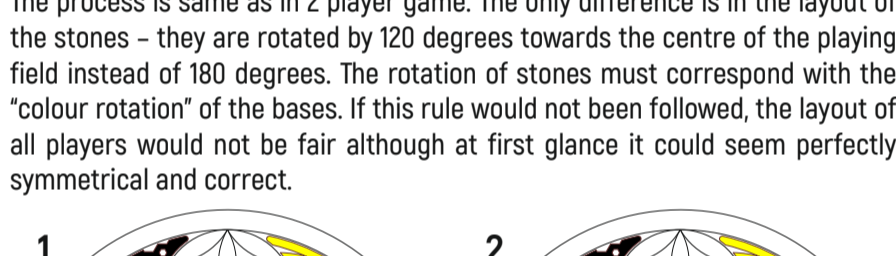


Three player game

Advance warning: We do not disguise that this alternative is kind of chaotic and not so serious. We admit it because of the more fun it brings! We recommend trying 2 player game several times first and then you can use your skills in this crazy challenge. Most of the game mechanisms are the same as in 2 player game, but the presence of the third colour brings into the game certain consequences. Therefore, the following examples are dedicated to the situations arising from 3 player game.

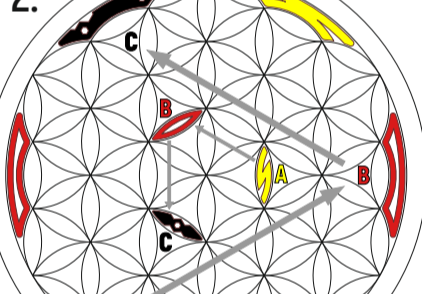
Game opening

The process is the same as in 2 player game. The only difference is in the layout of the stones - they are rotated by 120 degrees towards the centre of the playing field instead of 180 degrees. The rotation of stones must correspond with the "colour rotation" of the bases. If this rule would not be followed, the layout of all players would not be fair although at first glance it could seem perfectly symmetrical and correct.



First turn of the first player

The player who begins rolls both dice and he chooses exceptionally just one of them for this turn. The player with black coloured stones decided to attack the red one. If he had chosen the second die, he would have to place his stone on the endangered field.

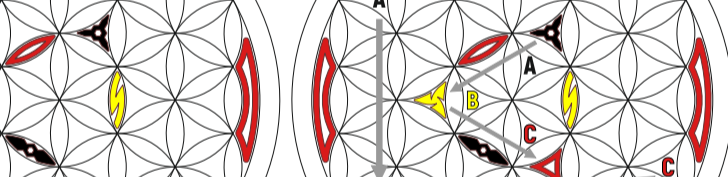


Following turns

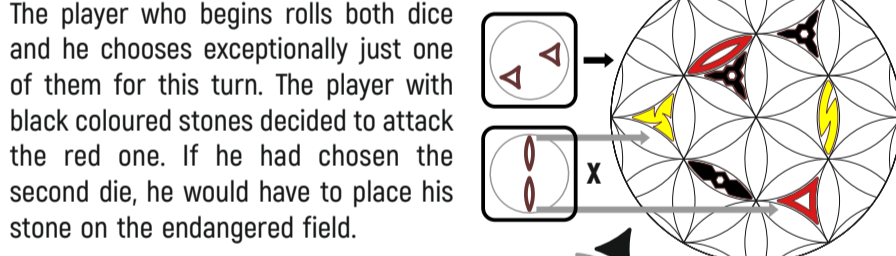
The red one has already rolled both dice. He tries to attack the black stone and then to defend his position.



The yellow player rolls this way and chooses the following order so that one of attack formations is created:



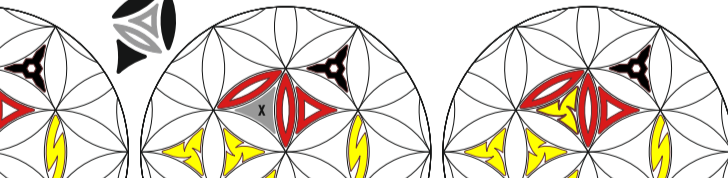
As the formation was surrounded, the yellow player continues, and he carries out bonus action according to the last played die. Placing another yellow triangular stone causes another surrounding. Two triangular red stones of the yellow player count as attack formation, as if they were his own. Moreover, he gains one extra turn.



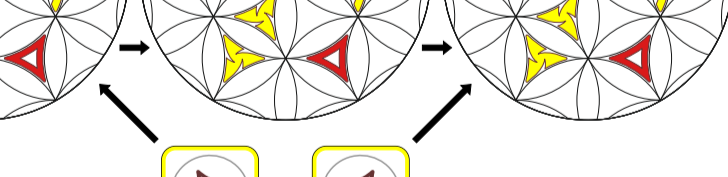
It is essential to understand what happened right now. Everyone faces coalition of two different colours. The player must "recolour" stones of the third player and consider them for this purpose his own to surround some of the opponent's stones. The attacked player can't participate in his own surrounding, from which follows the strategy of self-protection.

The second bonus action of the yellow player did not lead to new surrounding which means the end of his turn and it follows black player's turn. Anyway, let's have a closer look at his situation. There is no biangular stone of black colour on the playing field, because the stone has been surrounded and removed in the previous turn. This means the black player loses his potential maternal position for the Birth of biangular stones. He simply can't connect further. This seems to be very unpleasant, but this tricky situation can also turn into advantage in this game. If the player rolls a position but has no potential maternal stone at the same time, he can exceptionally place the stone on a free field. The player can place just one stone in this mode - not one stone as a "mother" and another stone as a "born one" within the same position on the die. Note that surrounding of the last stone of a certain shape could be a big advantage for your opponent. The black player can use this situation and take a breath. Let's have a look at it.

The black player rolls following positions. There is no maternal stone of the same colour to carry out the standard birth so he can place the new born stone on any free field. The black player can use any yellow stones in order to surround any red stones. The black one gained bonus action. Then the black one surrounds a yellow stone by playing the second die thanks to the pair of foreign (red) stones.



The black one uses the bonus action in a following way - he surrounds again so he gains another bonus action. The turn ends by placing the stone without surrounding.



Should there be some questions, please do not hesitate to contact us on a website

