

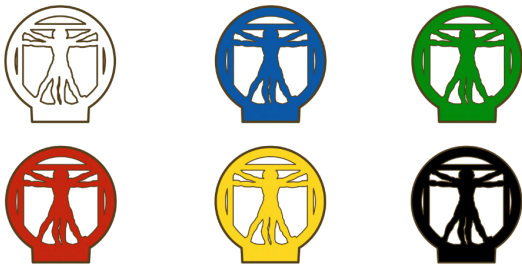
EQUILIBRIX Project Game Rules

Context

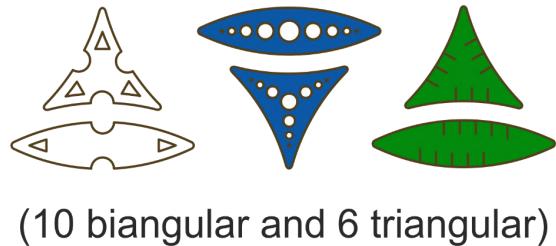
The third part of the Equilibrix game saga, making use of sacred geometry, expands on the first part of the trilogy, Equilibrix Connect. Most of the game components from Connect are used in this game and some of the game principles (such as surrounding or placing stones) are further developed in Project as well. Although you can't play Project without Connect components (it is not a standalone game), the strategy required is completely different to Connect. Project is mainly a political game based on communication and cooperation; you probably won't achieve your goal without coalition partners. You can score in two ways: by means of construction or destruction.

1. Game components

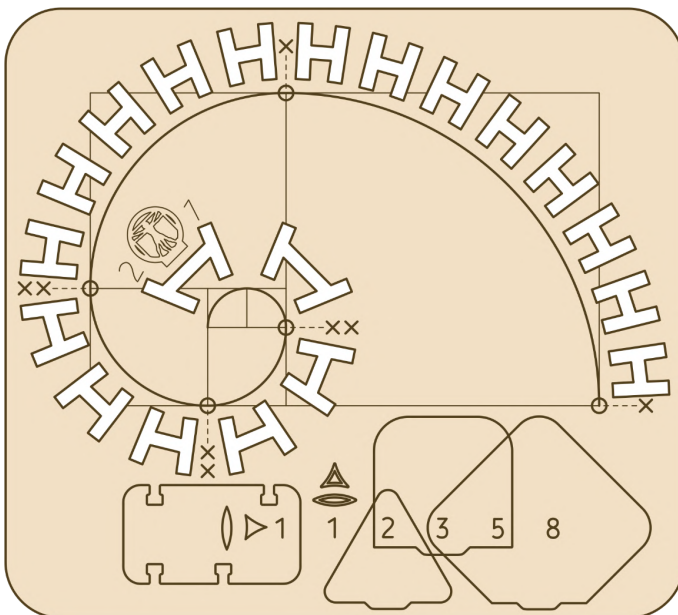
8x Vitruvian in six colours



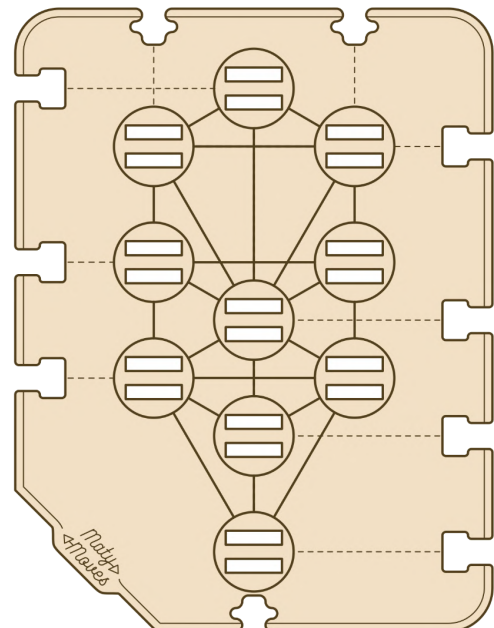
16x stone in three colours



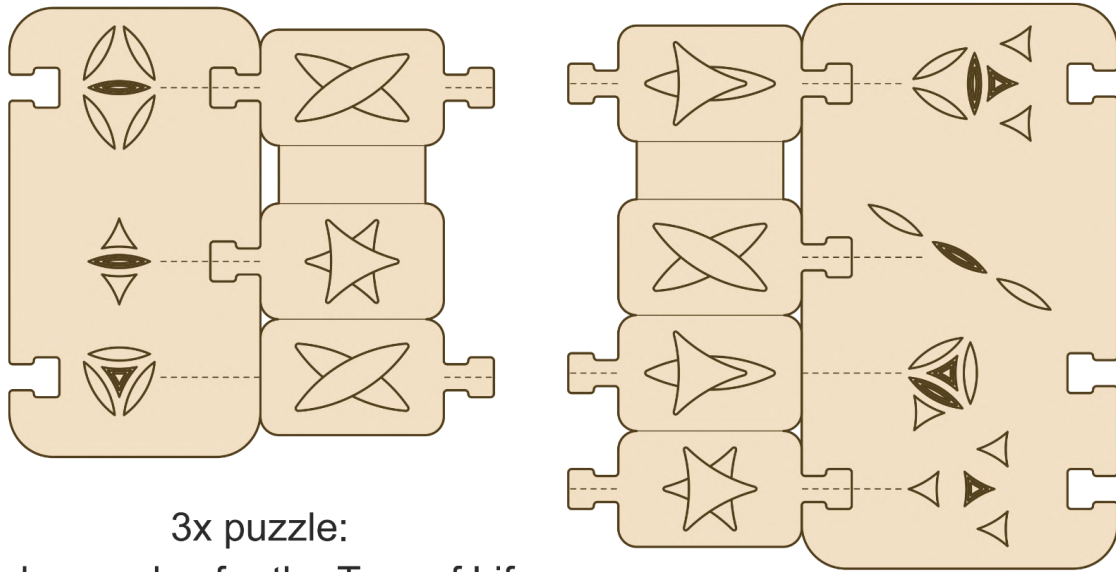
1x scoring spiral



1x Tree of Life

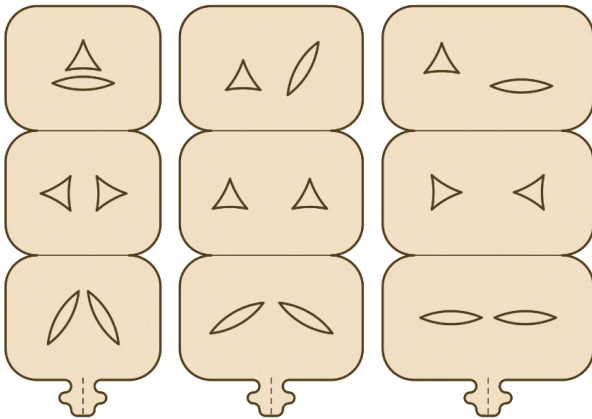


2x puzzle pair: row rules for the Tree of Life

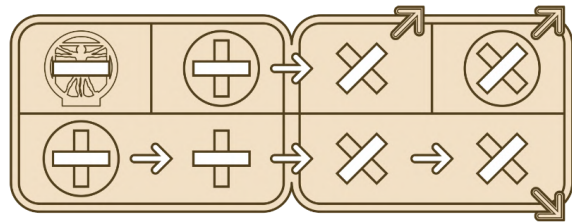


3x puzzle:

column rules for the Tree of Life

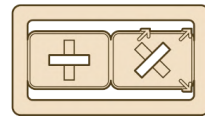


6x political map



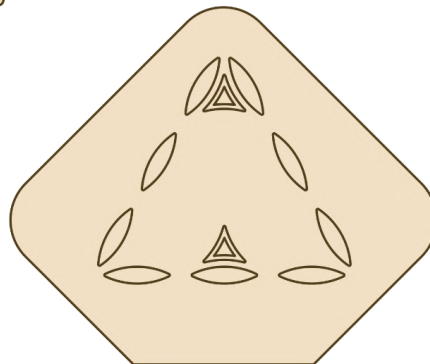
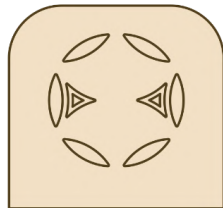
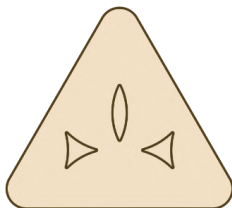
4x large project

1x political token

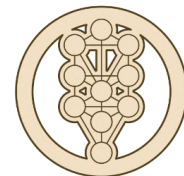


4x small project

4x medium project



2x positional token



You will need the game board (Flower of Life) and 16 stones in each of 3 colours from the EQUILIBRIX Connect game:

10x biangular

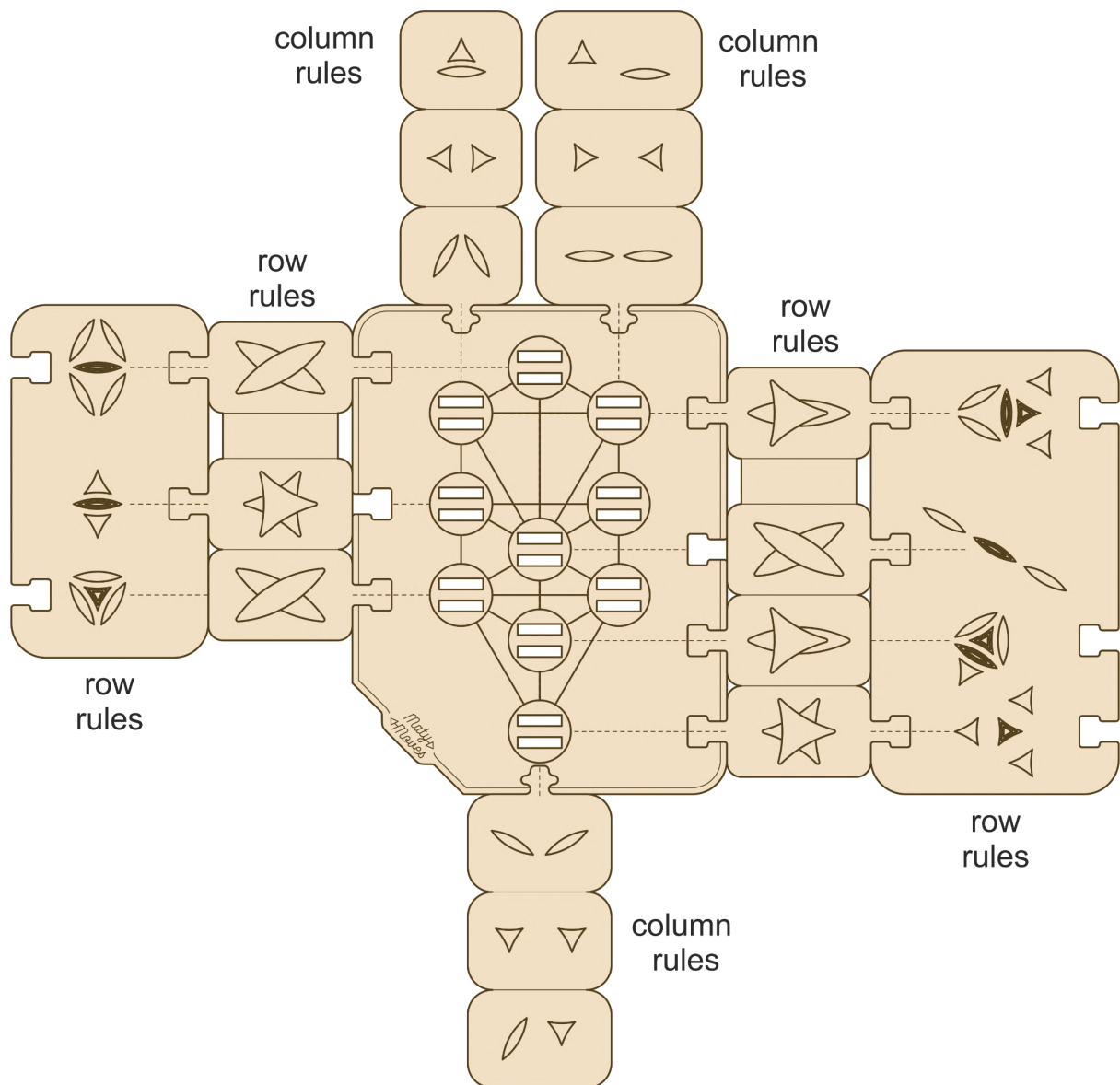
6x triangular



2. Game setup and political map

Use the **Flower of Life** from Connect as a game board. Determine the starting player in any way and choose your colour. Each player takes the 6 triangular and 10 biangular stones of their colour and places 1 triangular and 2 biangular stones as a starting position directly on the game board. You can choose one of the recommended starting positions in the last chapter or come up with your own symmetrical starting positions.

Arrange the **Tree of Life** next to the game board, whose structure is connected to seven rows and three columns. Each column or row describes different rules in the game, and the puzzle pieces can be arranged differently every time you play. Place the three column puzzle pieces, each depicting three varying stone formations, in the column slots. The rules for the rows are then determined by the double-sided puzzle pieces. These pieces are connected to 3 lines on one side of the Tree and to 4 lines on the other. The completed Tree of Life will look something like this:



Next, find the double-sided **project cards**. Sort these cards into three piles according to their shape and shuffle them. The small triangular ones depict **small projects**, the medium rectangular cards are **medium projects** and the large pentagons are **large projects**. Place one card from every pile directly on the table to form the public **commissions board**, consisting of three current projects of different types. There are three cards left in every pile which will replace the commissioned projects in the given order once a project is completed. Apart from the commissioned projects, you can also see the following project on the top of every pile so that you can prepare for it in advance.

The last shared element of the game is the **scoring spiral**. On it you should find slots for **Vitruvians** and an outline of the scoring system. Each player takes one Vitruvian from each colour of the other players and then three Vitruvians of their own colour. Place one of your Vitruvians in any slot on the Tree of Life during your first turn. Your second Vitruvian will be placed on the scoring spiral when you score your first points. Each player takes one **political map**. Place your third Vitruvian on the upper left field of the political map directly.

Politics play a key role in this game and all players have their own political map. You will use this map to determine coalitions and oppositions between players, depicted using the differently coloured Vitruvians. The left side of the map represents **coalition partners** (slots with pluses) and the right side of the map represents the **opposition** (slots with crosses). You always have one Vitruvian available from each of the other players and you can place it into these slots. You will place and move Vitruvians on the political map during your **political action**, which is an obligatory part of every turn (see Chapter 5).

3. Aim of the game and scoring system

The aim of the game is to get your Vitruvians to the centre of the spiral first, which means reaching the last field in the centre of the scoring spiral. Every field is H-shaped and contains 2 slots. One Vitruvian can be placed in each slot, so 2 on 1 field is the maximum. When placing your Vitruvian into a free field, you can choose a slot you prefer. If there are 2 on the same field, the Vitruvian closer to the centre of the spiral is considered to be ahead.

If you score and your Vitruvian would land on a fully occupied field, you simply gain an extra point and overtake that position. In this game, multiple players often score at the same time, so it is crucial to clearly determine the order in which the Vitruvians move on the spiral. The primary criterion is the number of points earned. The Vitruvian with the highest point gain always moves first, etc. In case of the same number of points earned, the secondary criterion is the current order: the player with the lower score moves first, etc.

An **income tax** has to be paid when a player crosses a **node** on the spiral (a point where the spiral changes its radius). The nodes are represented by small circles. A dashed line leads from these circles, connecting them with one or two crosses. The number of crosses indicates the number of stones taken back from the game board into the player's stock. The only exception to paying taxes is the charity rule. If you cross a node last (all other players

have already passed the node), you can let the lead player pay income tax for you. All you have to do is to ask for it.

4. Scoring activities

You can score points during your turn or during other players' turns. You have 2 basic abilities in the game: construction and destruction. Both approaches score you points and you can combine them as you wish.

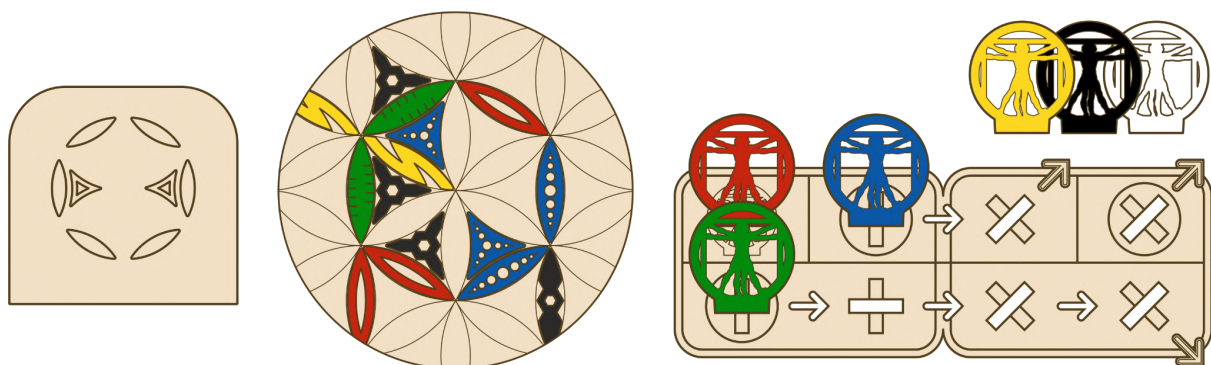
Construction

Construction leads players to create scoring shapes shown on project cards. Small projects are an exception, as you can only complete them using **your own stones**. You always score **2 points** for a small project. Medium and large projects are **designed for multiple players** (maximum 3 participating colours). Scoring is based on the amount of players' stones involved in the project. For a large project, the player with the highest number of stones scores **8 points**, the player with the second highest number of stones scores **5 points** and the third player scores **3 points**. Medium projects work the same way, but they reward fewer points: **5 points** for the highest number of stones, then **3 and 2 points**.

The player who reported the project scores more points in the case of an equal number of stones in the project. If there is a match between two players outside of their turn, the player with the worse position in the scoring system (on the spiral) gains more points.

Shapes of projects and the required stones are always illustrated with **simple outlines** on cards. All these **obligatory positions** have to be occupied only by stones of **coalition partners** at the time of the project completion. Only the political map of the **active player** (whose turn it is) indicates the relevant coalitions and oppositions. The double-lined positions illustrated on project cards are voluntary; this is another opportunity to gain points. **Every stone** situated on any of the **double-lined** (voluntary) **positions** at the time of the project completion scores its owner **1 bonus point**. The bonus points are assigned separately after the evaluation of obligatory positions. Everyone can score these bonus points, **including opposition players**.

Illustration No. 1: Red player reports a medium project completion



As there is a match in the number of obligatory stones (2 stones in each colour) for all three participating coalition partners, 5 points go to the red as an active player who reported the project completion. Then the blue player scores 3 points as the green player has a better position on the scoring spiral and finally the green player scores 2 points.

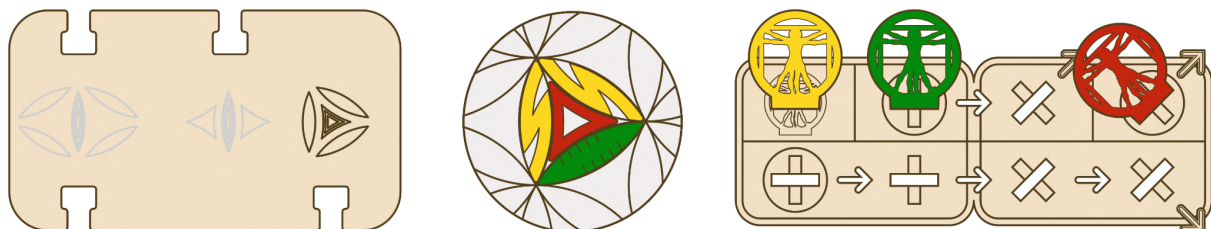
In addition to the points for obligatory stones, bonus points are to be assigned for extra stones in double-lined positions. Each player can separately rotate the project in any direction to achieve the right position to score bonus points. First, the blue player scores 2 bonus points for the exactly placed pair of triangular stones. Then the black player scores 1 bonus point for one triangular stone only as the second one does not correspond with the pair depicted on the project card. It does not matter that black is not a part of the coalition.

Completion of a project is possible **only for the active player**. All you need to do is report that you have filled **the obligatory positions** (you can do this for multiple projects within 1 turn). However, you do not have to complete a project. There can be various unfinished projects on the game board, which are only **completed when reported**. Then it comes to assigning the points to individual players who participated on the project (from the highest number of points to the lowest number of points) and to the exchange of project cards. Turn over the card with the completed project and put it underneath the relevant pile. Replace this card with the card from the top of the pile (with the visible, following project). This becomes a new commissioned project and reveals the next following project on the top of the pile.

Destruction

Destruction involves surrounding the stones of another colour. You can only surround your opponents' stones using one of 7 available formations. These are depicted on the outermost puzzle pieces of the Tree of Life and correspond with one of the 7 rows. The positions with the simple outline represent the **offensive stones** and triple-lined positions represent **surrounded stones**. Other (theoretical) positions around and inside the formation are not relevant (they do not play any role in the surrounding of stones). **Every offensive stone** scores its owner **1 point**. The surrounded stones are taken back into their owner's stock.

Illustration No. 2: Scoring for surrounding



Yellow player just placed a biangular stone in order to surround the red triangle. First, the yellow player scores 2 points for the pair of yellow biangular stones. Then the green player scores 1 point for the green biangular stone participating in the surrounding formation. Finally, the red stone is removed from the game board.

Again, **only the active player** can surround their opponent and their political map has to have the surrounded player's Vitruvian in one of its opponent slots at the time. It is not possible to score points or remove stones for a surround which has already occurred during the previous turns. Surrounding only scores points and removes stones **when the last offensive stone is placed**, finishing the offensive formation.

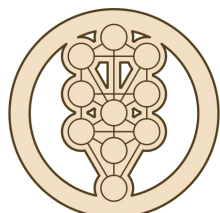
Condition 1 for a successful surround: all **offensive stones** have to be owned by the active player's **coalition partner(s)** and the **surrounded** stones have to be owned by the active player's **opponent(s)**.

Condition 2 for a successful surround: **one of the coalition partners** has to stand **in the relevant row of the Tree of Life**, corresponding with the current offensive formation. The player whose Vitruvian is standing in this row does not have to be a part of the offensive formation.

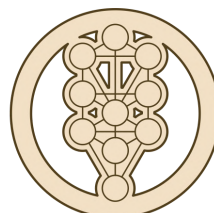
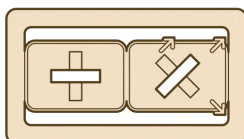
5. Actions

On your turn you can carry out your three actions in any order. You have two positional actions and one political action available. The political action is obligatory. You receive two positional tokens and one political token at the beginning of your turn to remind you of your actions. You will pass them on to the next player (one after another) with each action played.

The next player's turn comes when you are out of tokens and after the evaluation of all points-scoring situations.



2 positional and 1 political token



Positional action

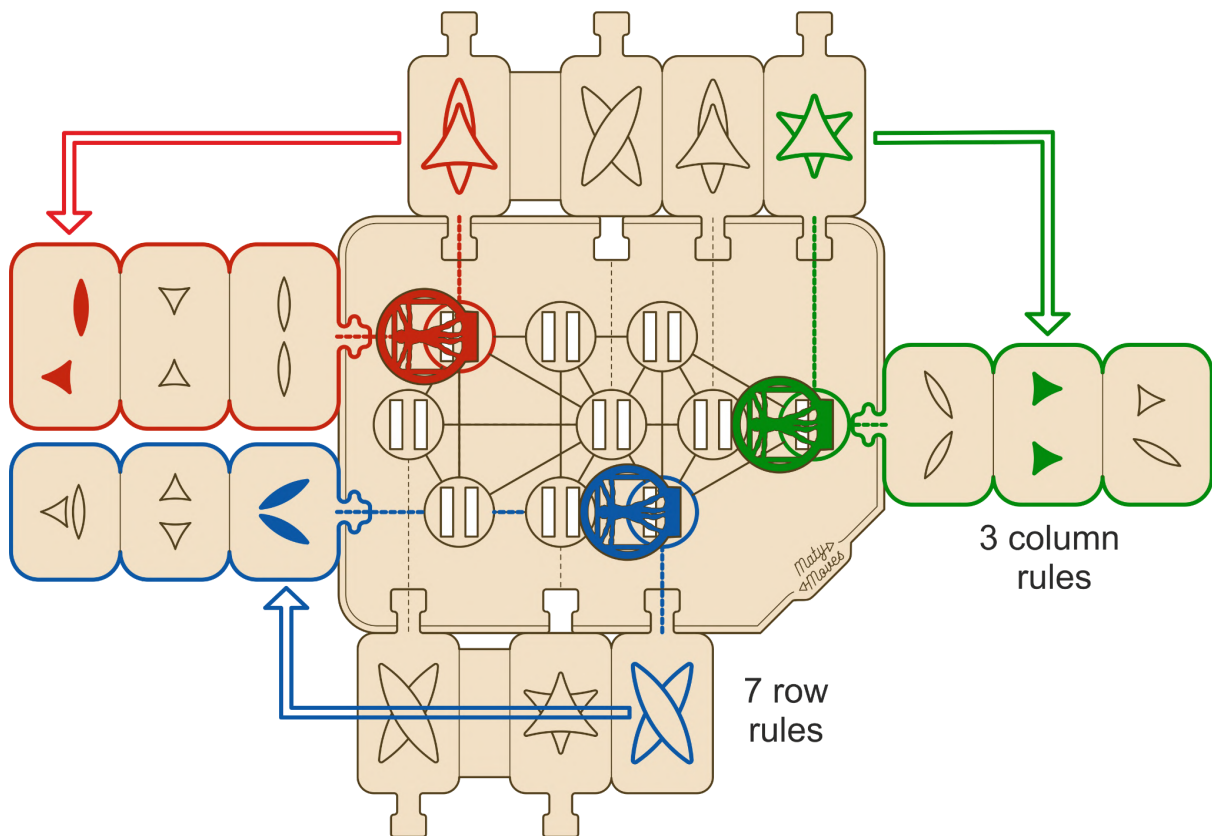
As part of a positional action, the active player places or removes stones of their colour. However, every such manipulation with your stone has to correspond with your position activated on the Tree of Life. Your positional action begins with moving the Vitruvian on the Tree of Life. Then it comes to implementing your new set of rules on the game board, depending on the Vitruvian's exact position on the Tree of Life.

The Tree of Life has 10 fields interconnected by bold lines that represent paths. The fields contain 2 slots, so 2 Vitruvians fit on each field. However, you can only place your Vitruvian on a half-occupied field when you are playing in a group of 5 or 6 players. When playing in a group of 4 or 3, the second slot in the field is not used. This means that it is not possible to share a slot with another player.

The first step of your positional action is to move your Vitruvian on the Tree of Life **to an available connected field of your choice**. If no connected fields are available, you must jump over an unavailable field and choose an available field two paths away. **ATTENTION:** your Vitruvian cannot end up on the same field that it began your turn on. This means that you have to leave the field you are standing on within your turn and you cannot return there by using your second positional action.

Each field is aligned with one of the 3 columns and one of the 7 rows by a dotted line. **The combination of the relevant column and row determines the placement rules available to you.** These rules are activated at the time your Vitruvian moves. Look at the innermost row tile connected to your field to see which combination of stones you are allowed to place or remove one stone from (two biangular, two triangular or one of each). Look at the column tile connected to your field to see what shape these two stones must take together (again with options for two biangular, two triangular or one of each).

Illustration No. 3: Activation of placement rules combining columns and rows



Now you can **place or remove** a stone using these rules on the game board. When placing, one of the stones that make up the shape available to you should already be on the game board. When removing, both stones should already be on the game board in the shape available to you.

Illustration No. 4: Corresponding positional action of the green player - **placing** stone
You can see 6 options where to place a new stone (white line) from an existing piece.

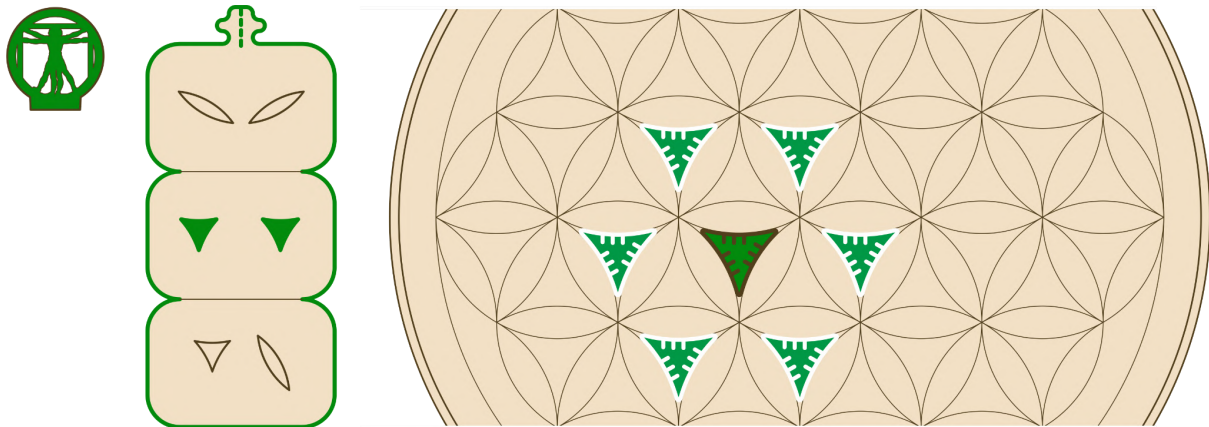
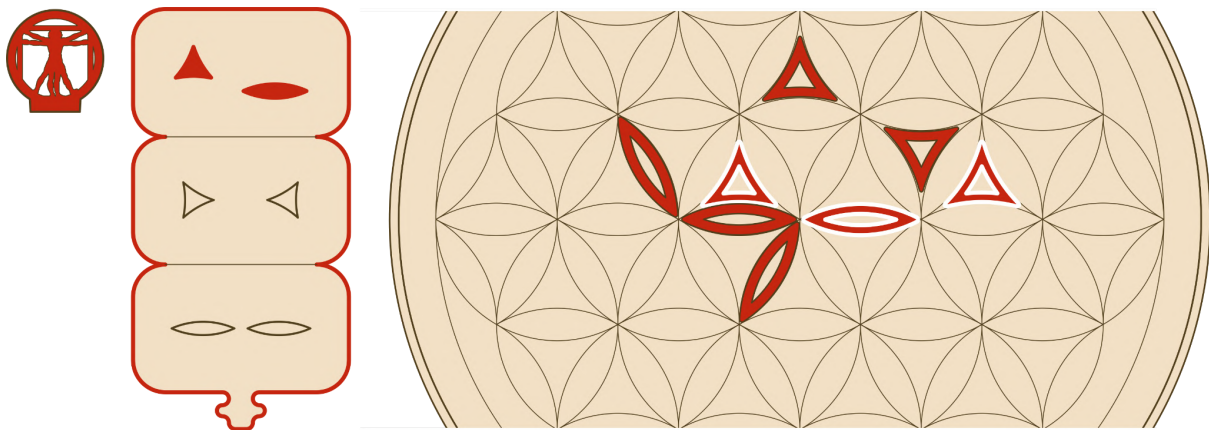


Illustration No. 5: Corresponding positional action of the red player - **removing** stone
Only stones with white lines can be removed as they are part of the ruled formation.



When placing or removing a stone on the game board, you always have the choice of standard or magical placement. **Standard placement** costs **1** positional action. You can **place or remove your stone** so that it corresponds, together with **another stone in your colour**, with your activated placement rules. **Magical placement** costs **2** positional actions. You can **place or remove your stone** so that it corresponds, together with the stone of **another colour owned by one of your coalition partners**, with your activated placement rules.

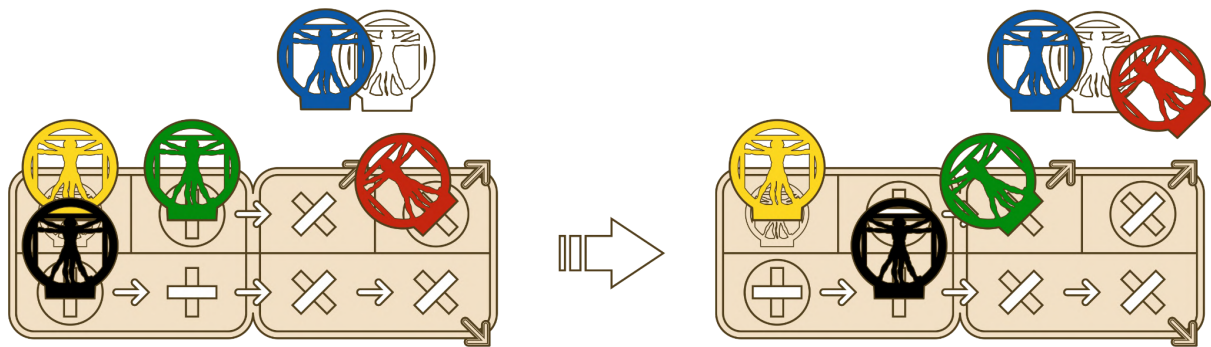
Political action

You can play the political action at any time during your turn, but you can't skip it. A political action consists of two parts. The first part is obligatory. It is an automatic process that follows instructions on the political map. The second part enables you to create new relations. This part is voluntary, so you can skip it.

The obligatory political action: developing relations

On your political map there are arrows leading into the right-hand field or off the map. When you perform your political action, your relations develop as you move **every Vitruvian one space in the direction of the arrow**. Your own Vitruvian stays in the top left corner for the whole game. When a Vitruvian leaves the map, the relation ends and this Vitruvian is prepared for new potential political relations.

Illustration No. 6: Example of relations developing



The voluntary political action: creating relations

You can place up to three Vitruvians representing the other players on your political map after developing relations. Available Vitruvians are those which are currently not standing on your political map (including Vitruvians that have just developed off the map). You can **create a new relation only on fields** marked with a bold circle. Two of them are on the left side (coalition) and one of them is on the right side (opposition) of the political map. Any of the other players' Vitruvians can be placed on a circle field and 3 placed Vitruvians is the maximum. **ATTENTION:** the bottom left field is an exception. There are two slots in one double-sized field (as well as the field for opponents on the right-hand side in the same row). You can place a Vitruvian on this double-sized field only if it is completely empty. This avoids 4 colours participating in a coalition.

6. Recommended starting positions

There are illustrations on the next two pages showing possible setups based on the number of players:

