

Alpha & Omega - rules

In the Beginning there was... Nothing. Then the Snake was born, out of Nothingness. The Snake was floating in the Nothingness. Finally after countless of aeons the Snake felt a strange yearning. Then the Snake caught it's tail and the World was born.

The Breath of the Snake became the Air. The Venom of the Snake became the Water. The Scales of the Snake became the Land. And the Feelings of the Snake became the Fire.

The Snake now had the World to roam. But the World was empty. Then the Snake pooped Humans. Humans built Civilizations and Lived their lives. When Humans became too arrogant the Snake got fed up!

THE SNAKE THEN DESTROYED EVERYTHING!

Repeat ad infinitum...

Object of the Game

Your object is to move your pawns to optimal positions for the scoring in the end of the game. The game board is built gradually by placing tiles, so you don't know which tile positions are until almost all the tiles are placed. The trick is to balance between building a good place for yourself to be, while trying to prevent other players to do the same.

Components

73 tiles **These you can find from the PDF**

including

1 Snake tile

15 Air tiles

15 Earth tiles

15 Fire tiles

15 Water tiles

2 -2 tiles

2 Switch tiles

8 Transformation tiles

incl. 2 Transform to Air tiles

2 Transform to Earth tiles

2 Transform to Fire tiles

2 Transform to Water tiles

In addition to these you need some pawns. 2 per player. (And some markers, like coins or similar)

Setup

2-4 players

Make a Tile Deck from all of the -2, the Switch, the Transformation and the Element tiles.

Shuffle the Tile Deck

Place the Snake tile on the gaming surface (Preferably on the center of the are, but it's up t

Draw 6 tiles from the Tile Deck and place them around the Snake tile

NOTICE:

NO -2, Switch or Transformation tiles can be put around the Snake

If those are drawn, draw tiles until you get only Element tiles around the Snake

Shuffle the rest back to the Tile Deck

Place pawns on the Snake Tile

Each player draws 3 tiles and places them in front of him/her on the gaming surface.

These are the players' hand.

No -2 or Switch tiles can be in the starting hand. If those are drawn, shuffle them back into t deck and draw new ones until you get either Transformation or Element cards.

Hand is public. Other players can see what tiles player has in his/her hand.

Game is ready to begin

Playing the Game

Progression of the round

1. Place 2 tiles from your hand to the gaming surface according to the rules below.

2. Move 1 pawn 2 tiles, or 2 pawns 1 tile each.

3. Replenish your hand size to 3 from the Tile Deck

3.1. If you draw either Switch or -2 tiles, play them immediately, and replenish your h size to 3.

4. End of turn - the turn moves clockwise to the next player.

During his/her turn player must place 2 tiles on the gaming area and move 2 steps.

Tiles

Element tiles

The texture in the middle of each tile represents one of the basic elements of world: fire, water, earth and air. The ornament border represents the opposing element of the tile: water for the fire, fire for the water, air for the earth and earth for the air.

Transformation tiles

Tiles that have the Transformation tile -symbol can be played as a normal Element tile or be placed on any of the existing tiles on the gaming surface.

Special tiles (-2 and Switch)

When a switch tile is turned, it is **immediately** removed from the game, and the player must switch locations of 2 tiles already on the gaming area.

When a -2 tile is turned, it also must be used immediately, and be placed on the gaming area. The tile can be placed like an Element tile **or** on top of another tile.

Placing the tiles

You must place 2 tiles in your turn.

Tiles can be placed anywhere on the gaming surface, so that the tile is connected to at least one other tile already on the surface.

After you have placed your 2 tiles you draw 2 more from the deck, so that you keep 3 tiles in your hand between turns.

If you draw a Special tile it resolves immediately (see below)

You should try to place tiles so that, on the last turn of the game, your move will end most of the game place for the scoring.

You should avoid placing opposing elements next to a tile where you want your pawn to reside when the game ends, as this will reduce your score. You should consider though, that placing the opposing element next to a tile where your opponents want their pawns to be at the end of the game will reduce their points also, so consider carefully what's the optimal strategy each turn.

Remember, you **must** move two steps each turn, so you can't just build a good position in the beginning of the game and stay there. Instead you should try optimize the placement of the tiles and your movement so that you will end up in a best position at the end of the game.

Movement

Player has 2 steps during his/her turn.

Player can move 1 pawn 2 steps OR 2 pawns 1 step each.

Every player must move 2 steps on each turn. A player can not stay still or move only one step.

NOTICE:

During the first round all players **MUST** move only one pawn 2 steps.

A pawn can't end it's movement on the same tile it started from.

End of the Game

The game ends when the Tile Deck is exhausted and all players have placed all the tiles in their hands. Players will get points depending where their pawns reside on the board.

Scoring

When the game ends you compare the tile on which your pawn is on to the tiles right next to it and score points accordingly:

-1 points for each opposite element of the tile your pawn is on

0 points for each of the same element your tile is on

1 point for each of the 2 other elements.

So for example: If your tile resides on water tile and is surrounded by 5 other tiles, water, earth, fire, and air - leaving one space open, you score accordingly: 0 points for the water tile, 0 points for each of the earth tiles, -1 point for the fire tile and +1 point for the air tile. So your total score for this position would be 2 points.

- The player with the most points win the game.

- In the case of tie, the one player with the single most scoring position wins.

- If it's still a tie the one player with the least negative tiles around his/hers position is the winner.

- If it's still a tie, then the game ends in draw.

