

THE RULES OF



A Game of Strategic Retrieval in Motion

On

THE ANNULI BOARD

For 2 to 6 players

Object:

Be the first player to retrieve and secure one of each type DRIFT coin.

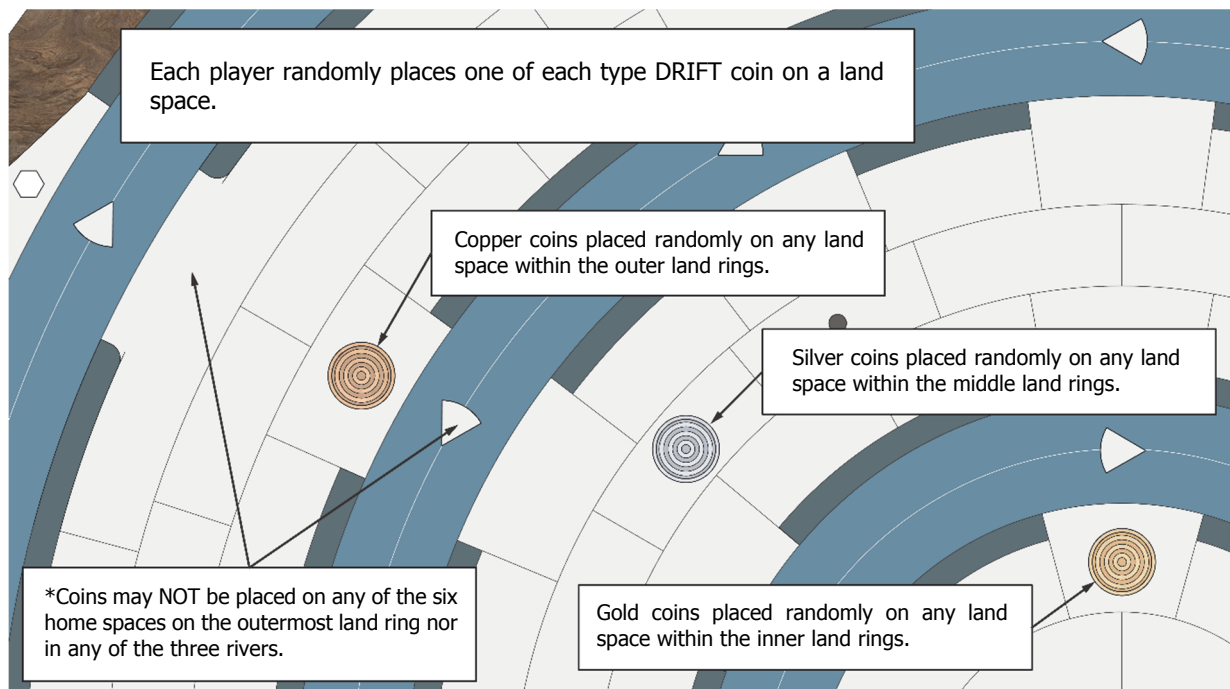
Components:

36 player pieces, 6 repositories, 18 DRIFT coins, 6 starting geo-tokens.

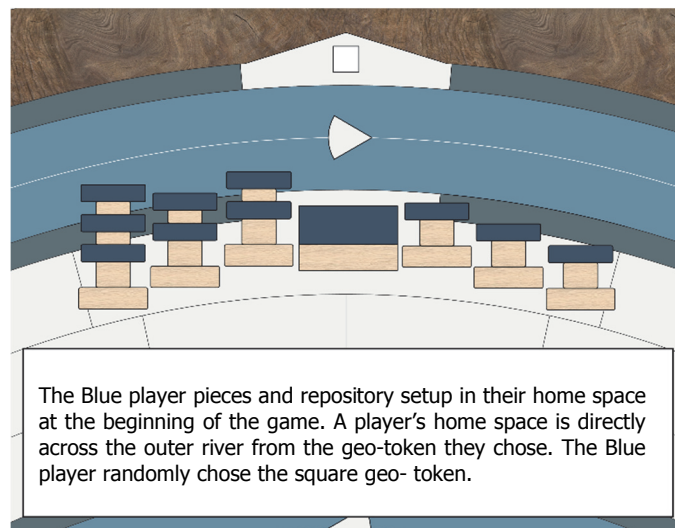
Setup:

Each player randomly places one of each type DRIFT coin on a land space (see below). Copper coins within the outer land rings, silver coins within the middle land rings, gold coins within the inner land rings. Players can place coins in any order they wish. Coin placement will not decide the order of game play.

* Coins may NOT be placed on any of the six home spaces on the outermost land ring nor in any of the three rivers.



Players then draw a starting geo-marker at random to determine their home space. A player's home space is directly across the outer river from the geo-marker they chose. Players then pick a color and place their player pieces and repository in the corresponding home space. *A player's repository never moves for the remainder of the game (see Repositories). Geo-tokens may now be set aside. They are no longer needed for game play.



Repositories

- A repository represents a player's color and home space. When a player deposits a DRIFT coin in their home space it is placed on edge atop their repository (see below).



Repository

Never moves
Has no attack value
Defends at a 9 *(Only in its home space and only when one of its own player pieces is occupying that space. See Defending)
Houses and holds retrieved coins

Player Pieces

- All pieces have specific numerical values that represent their movement ability, attack value, defense value and coin carrying ability:



Moves at a 3	Moves at a 2	Moves at a 1
Attacks at a 3	Attacks at a 2	Attacks at a 1 *(Unless carrying a coin. See Attacking)
Defends at a 3	Defends at a 2	Defends at a 1
May NOT pick up or carry coins	May NOT pick up or carry coins	May pick up and carry coins

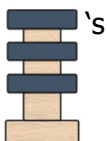
Game Play:

Turn Sequence

- The player that chose the circle geo-token goes first. Continue in a clockwise rotation from the circle marker outcrop to determine the player that goes first if there are fewer than six players. Game play continues clockwise in this order for the remainder of the game.
- At the end of each movement round, and before the beginning of the following round, there is a DRIFT phase. In this phase all pieces from each player that ended their turn in a river space will DRIFT forward one river arrow in the direction of that rivers flow (see Rivers).

Movement

- Each player in turn, moves all their pieces by rank, in order as follows:



then

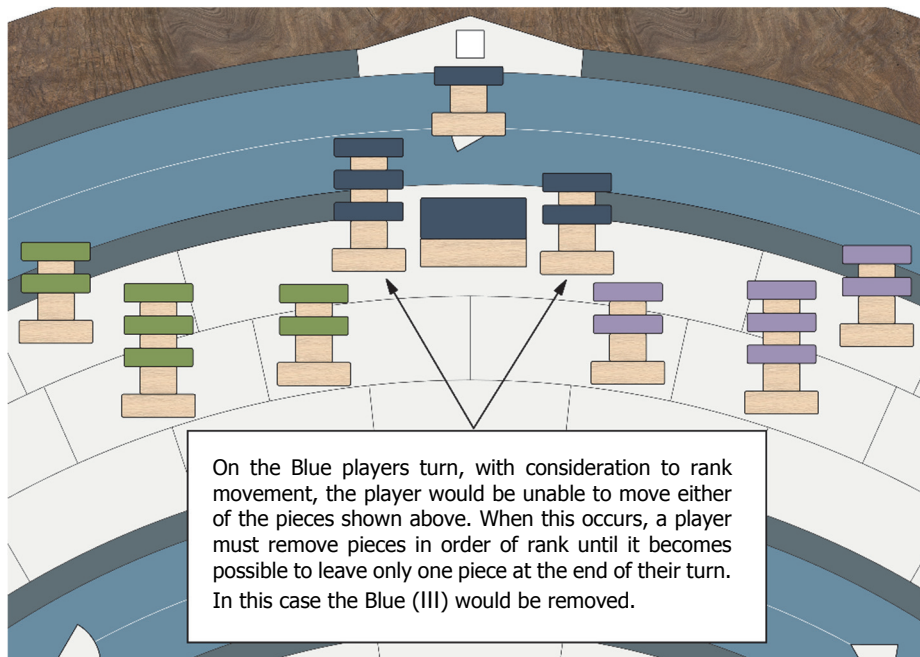


then



- Pieces may move into or through any adjacent unoccupied space, including an unoccupied home space with a coin repository. A space is only considered occupied if there is a player piece in that space.
*Regardless of any repository or any amount of DRIFT coins in a home space, the space is not considered occupied if there are no player pieces present.
- It is not required to move a piece its total point value.

- It is not required to move player pieces unless those pieces are in the home space at the beginning of the movement turn and there is more than one piece in that space. It is up to the individual player which piece remains in their home space, if any.
- No piece may share a space with any other player piece at the end of the movement turn.
- Player pieces are removed to a player's home space after losing a battle. When this occurs, a player must move all but one of their pieces from the home space on their movement turn. If a player is unable to move all but one of their pieces from a home space by the end of their turn because the surrounding spaces are barred by other pieces, including their own, those pieces are permanently removed from play for the remainder of the game. When this occurs, a player must remove pieces in order of rank until it becomes possible to leave only one piece at the end of their turn.



- Once a player has moved a piece, and then moved their next ranked piece, the previous piece may not be moved again in the same turn.
- When a player piece enters a river it must end its turn (see Rivers).
- A piece may move into and/or through an unoccupied space containing a DRIFT coin, including any unoccupied home space.
- A player may not move any of their pieces into their own home space if it is already occupied by any of their other pieces.
- A (I) is the only piece capable of picking up and carrying a DRIFT coin. A (I) may carry only a single coin at a time. When a (I) picks up a coin it must be carried on edge (see below).

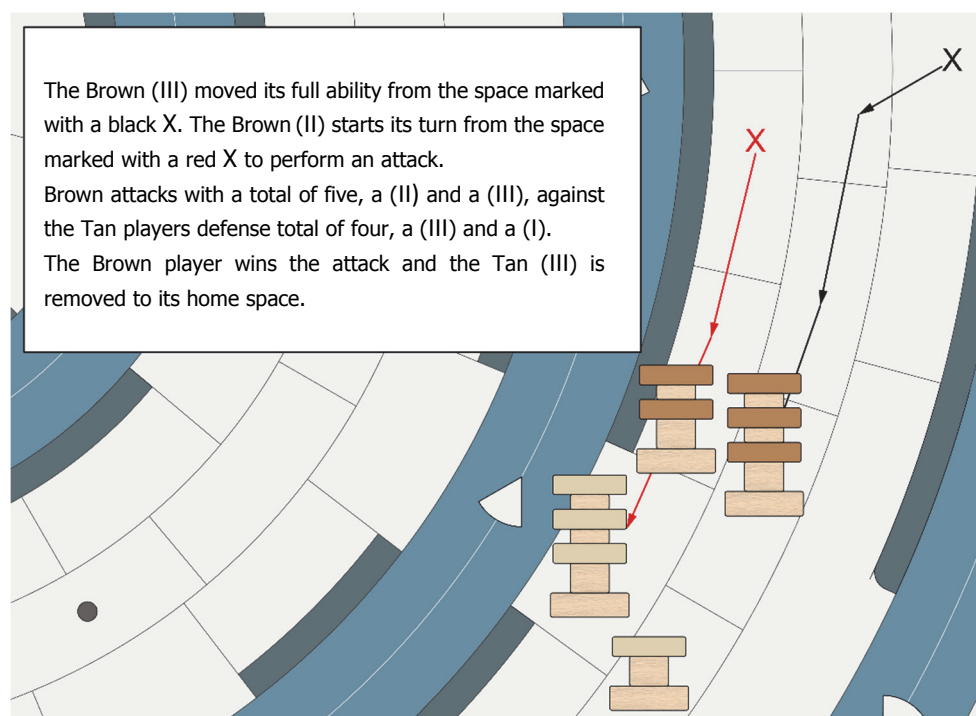


- A (I) may pick up or drop a DRIFT coin on any land space or river arrow it occupies. This must be done in the movement turn and is considered its one-point move. This means that once a (I) has picked up or dropped a DRIFT coin, its movement for that turn would be complete.
- If a (I) that is carrying a DRIFT coin is defeated in battle, it is removed to its home space and the DRIFT coin it was carrying is dropped on the space where the piece was attacked.

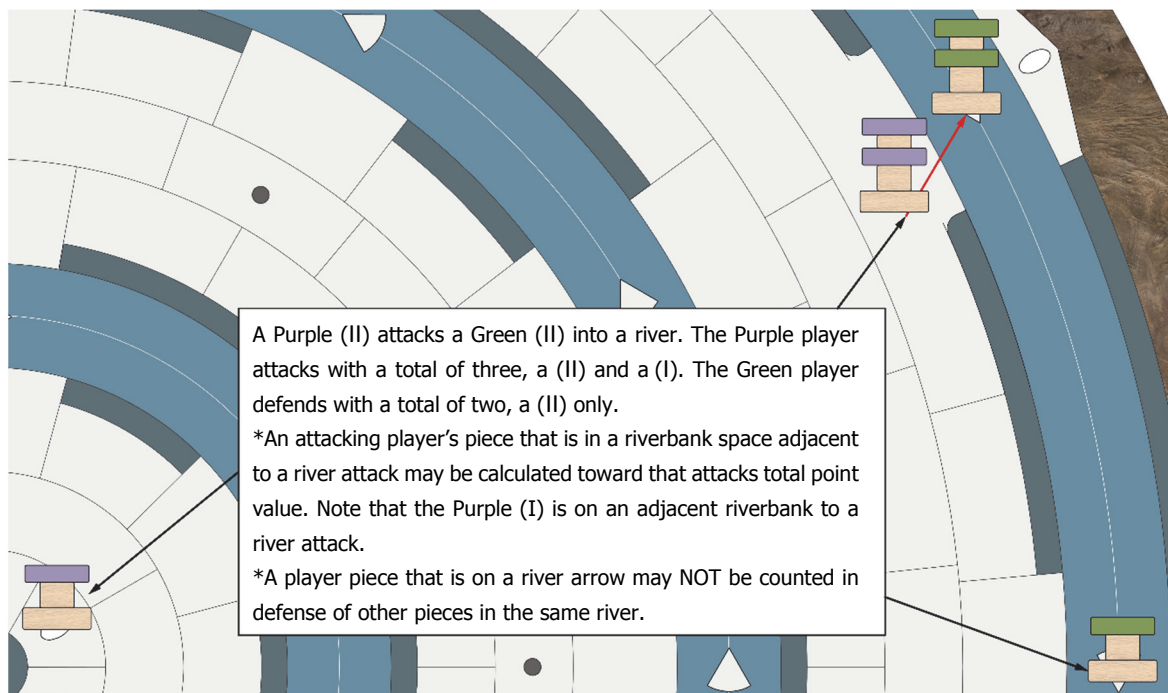
- When a player piece is removed to its home space after losing a battle, and that home space is occupied by another player's piece, that piece is also removed to its own home space as though it had lost a battle regardless of the rank of any pieces involved.
- A (I) may take a DRIFT coin from the repository of another player's unoccupied home space. When this occurs the pilfering (I) may choose which type of coin it takes. All other rules apply as usual.

Attacking

- A (I) that is carrying a DRIFT coin may not perform an attack or be counted toward any attack totals.
- Attacking occurs from any adjacent space to the space being attacked.
- A piece initiating an attack must have at least one movement point left in order to perform that attack. This is only true for the piece initiating an attack. This does not apply to supporting pieces of the attack. A piece that has used its full movement ability prior to an attack, or a piece that has not yet used its movement ability in the turn, can still be counted toward an attack total.
- Attack totals are calculated as the sum of the attacking piece plus any of that player's pieces that are in adjacent spaces to the space being attacked. There are no draws. An attacking player must have at least a one-point advantage to perform and win an attack.



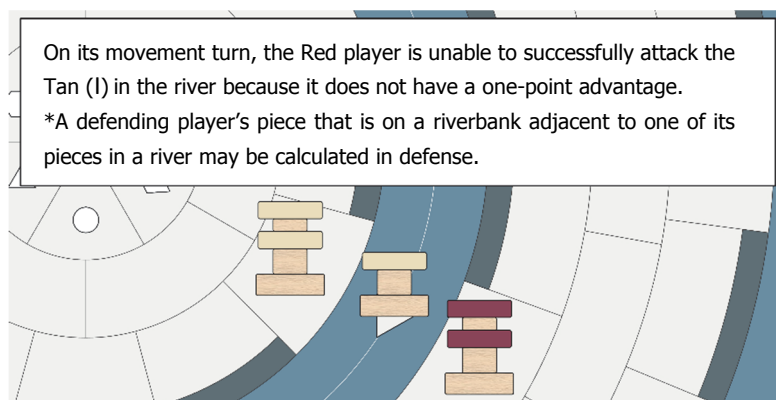
- After winning an attack, the attacking piece must immediately move into and finish its turn in the space which it attacked. The defeated player's piece is removed to its home space.
- If a player must attack into their own home space, the total attack value would be calculated as any other attack. That is, the attacking player must have a one-point advantage to take the space. *Repositories have no attack value.
- An attacking player's piece that is on a riverbank adjacent to a river attack may be calculated toward that attack's total point value.



- A piece that is on a river arrow adjacent to an attack on a riverbank may be counted toward the attack total. A player piece that is on a river arrow may NOT be counted toward an attack total of other pieces in the same river.

Defending

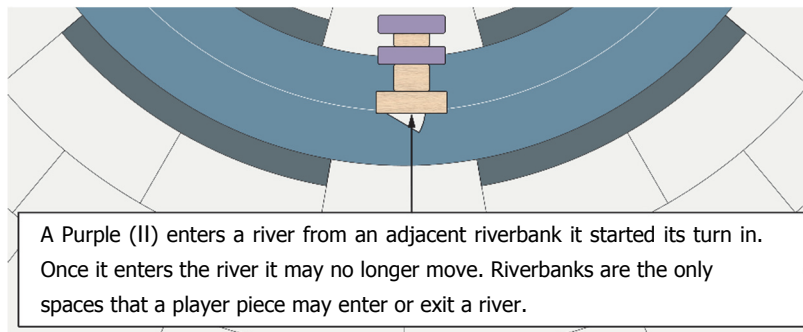
- A (I) that is carrying a DRIFT coin defends as normal. This includes defense of other pieces.
- Defense totals are calculated as the sum of the defending piece plus any of that player's pieces that are in adjacent spaces.
- A piece that is on a river arrow, adjacent to one of its pieces on a riverbank, may be counted in defense. A player piece that is on a river arrow may NOT be counted in defense of its other pieces in the same river.
- If a piece has lost a battle it is removed to its home space.
- A defending player's piece that is on a riverbank adjacent to one of its pieces in a river may be calculated in defense.



- All repositories have a defense value of nine but may only be used in defense of the home space if that player has one of their pieces already occupying the space or if one of its pieces has been defeated in a battle and moved home. Alone, a repository has no defense value.

Rivers

- Rivers are the three blue rings that contain arrows. These arrows indicate the direction of a rivers flow. The outer river ring flows clockwise, as does the inner river ring. The middle river ring is the only one of the three that flows counterclockwise.
- All pieces from each player that end their turn in a river space will DRIFT forward one river arrow in the direction of that rivers flow during the DRIFT phase. The DRIFT phase happens at the end of each complete round of movement and before the beginning of the next round of movement.
- For clarity of play it is recommended that one player be chosen to perform the DRIFT. To accomplish this, the chosen player would simply rotate each of the three rivers one full arrow length in the direction of that rivers flow.
- Any piece that enters a river must immediately end its turn regardless of whether it has used all of its movement ability. A player piece must have at least one movement point left in order to enter a river. When exiting a river, a player piece may use all its movement capability.
- A player piece may enter a river from any adjacent riverbank it occupies.



- River arrows are NOT land spaces. Player pieces may not move around or through a river in the movement phase of play. The only way to advance a river arrow is by drifting in the direction of that rivers flow during the DRIFT phase.
- A piece may enter or exit a river to or from any adjacent unoccupied riverbank.
- A piece may only exit a river to an enemy occupied space as an attack move and must be the attacking piece to do so.
- A piece that is being attacked or defended in a river space may only calculate another piece to its attack/defense if that piece is on an adjacent riverbank. A player's pieces in the same river may NOT be counted toward attack/defense totals.
- A (I) that has lost a battle while carrying a DRIFT coin on a river arrow is removed to its home space and the DRIFT coin is dropped on the river arrow it was attacked on.
- DRIFT coins that have been dropped on a river arrow DRIFT the same as any piece in a river.
- A DRIFT coin that has been dropped on a river arrow does not block any player piece from entering that river. The entering piece is simply placed on top of the coin and both will DRIFT as normal during the DRIFT phase.
- A (I) may pick up or drop a DRIFT coin on a river arrow it occupies during the movement phase of play.
- A DRIFT coin that has been dropped on a river arrow may only be removed by a (I) during the movement phase. As this is considered a one-point move the (I) would move into the river and remain on the arrow with the coin for the remainder of the round. If the (I) is still on the coin on its next movement turn it would then be able to pick up that coin.

Home Spaces

- DRIFT coins are deposited in a player's home space during the movement phase of play. This is accomplished by a (I) dropping a DRIFT coin during the movement round. As with any other coin drop, this is considered a one-point move. All coins are placed on a player's repository when being deposited in a home space. Only one of each type coin may be deposited.
- A (I) that is carrying a DRIFT coin may NOT enter another player's home space even if it is unoccupied.
- A (I) that is carrying a DRIFT coin may NOT enter its own home space with a coin type it has already deposited.

Winning the Game:

- The first player to get one of each type of DRIFT coin to their home repository wins the game.

*Note on the Gameboard:

- For clarification, the six outcrops represent the six innermost land spaces with the same geo-marker. Player pieces may move from the outermost river arrows adjacent to the outcrops to the innermost land space with the same geo-marker and vice-versa. In addition, player pieces may also move from the outermost river arrows adjacent to the gray pips to the nearest pip in the middle land rings and vice-versa.

