



EPIGO INTERNET VARIANTS LION - SUMMER 2011

EPIGO

This document contains the latest set of seven LION variants for EPIGO. All of these variants are designed to be used during a two player game. When you want to utilize these variants during a match, add the X Epigon to the face down set prior to making your random selections.

NEW SYMBOL: DRY ERASE MARKERS

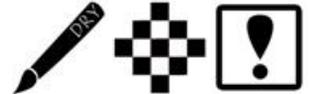


Whenever you see this symbol, the variant requires the use of dry erase markers. While these markers are best, pencils will work in a pinch. It is very important that at the end of a game where dry erase markers are used, all markings are erased from the tiles - otherwise they may stain permanently.

NOTE: Unless stated otherwise in the variant, the normal win condition still applies.



The Abacus



- Deploy the blank Epigons during deployment. These Epigons are controlled by the SLAM! Orders, and have variable priority.
- After deployment, calculate the priority of your blank Epigon based on all Epigons in the eight spaces that surround it (include diagonally):
 - ADD** the ranks of all your Epigons
 - SUBTRACT** the ranks of your opponent's Epigons
 - IGNORE** the rank of your opponent's blank Epigon when calculating
- At the end of every round, recalculate the priority of your blank Epigon.
- You win the game if either of these conditions are met:
 1. The priority of your blank Epigon increases or decreases by 10 or more.
 2. The priority of your blank Epigon is 0.
 3. You capture your opponent's blank Epigon.
- In the case where both players win in the same round, keep playing until a single player achieves a win condition.



Fragile Glass



- Each player stacks four Orders instead of three.
- Whenever an Epigon's movement is **BLOCKED**, it is captured.



Hunter or Hunted



- After deployment, each player secretly writes a number on their blank Order tile.
- If you capture an opponents' Epigon with the same priority as the number written on your blank Order, you win the game.
- If your Epigon of the same priority as the number you wrote on your blank Order makes a **PUSH** that results in you capturing an Epigon, you win the game.



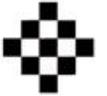
The Arena



- Epigons can't go off board edges.
- At the end of every round, each player scores one point for every opponents Epigon on a board edge.
- The first player to score seven or more points, and have more points than their opponent wins the game.



Snake Charmers



- Players only deploy five Epigons.
 - Epigons cannot be pushed off of the board or captured.
 - A player wins the game immediately if they can draw a single unbroken line along all of their adjacent Epigons.
- NOTE:** *Epigons that touch at a corner are not adjacent.*



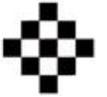
The Trinket Collector



- The SLAM! Order controls the X Epigon and has a priority of zero. At the end of the game, the X is worth zero points.
- The game only ends at the end of any round where a player has captured three Epigons and has scored more points than his or her opponent. Players earn points equal to the total sum of priorities on Epigons they have captured.
- The normal win condition does not apply.



Vital Territory



- At the end of every round, the player who has the most Epigons in the central four squares of the board scores one point.
- The first player to score three points wins.

For more information about **EPIGO**, visit our website at www.MasqGames.com

Copyright © 2011 Masquerade Games LLC, All Rights Reserved.

