

# EPIGO

## RULEBOOK

### Object of the Game

EPIGO is a strategy game where the ability to anticipate your opponent's moves is the key to success. Your goal is to capture three of your opponent's Epigon tiles by pushing them off the board. The Core Game is for two players, and takes 15 to 30 minutes to play.



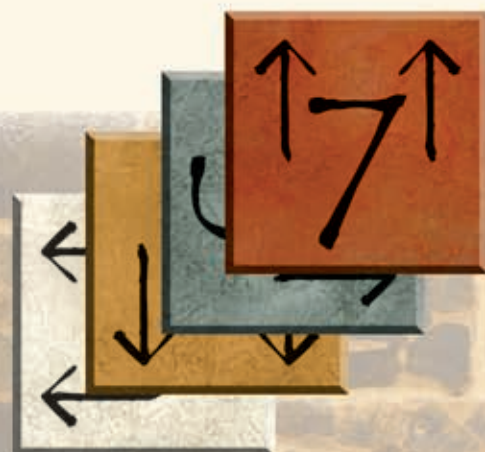
### What's in the Box

EPIGO comes with a game board and four sets of numbered tiles – each set is a different color. A set consists of 16 tiles: 8 Epigons and 8 Orders. Each color set also includes one blank Epigon and one blank Order – meant to replace lost or damaged tiles. In addition to this rulebook, there is a Variant Book for those seeking a greater challenge.



### Epigons

Epigons are the smaller tiles that belong on the board. Each set of Epigons is numbered from 1 to 7, with an additional tile containing an X.



### Orders

Orders are held in your hand and used to move your Epigons around the board. Each Order is linked to the Epigon that shares its color and number. The number on the Order lets you know its priority – or when it gets to move its Epigon. The highest priority is 7, and the lowest is 1. Players select three of their Orders to use each turn. The arrows determine the direction the Epigon will move.

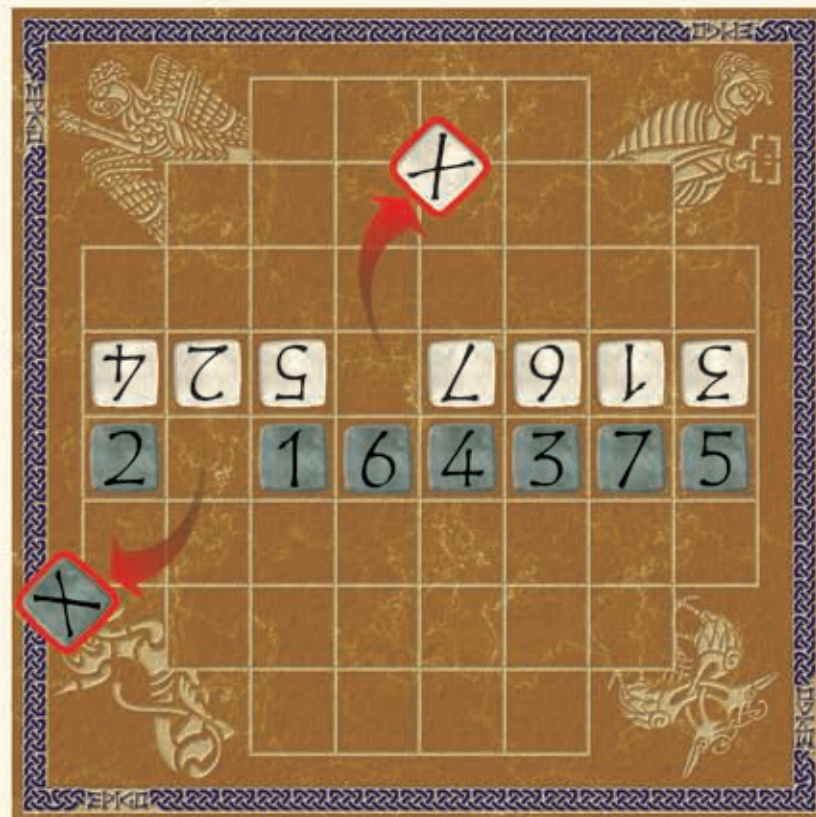
Note: The SLAM! Orders are only used when playing Variants.



## Deployment

Each player chooses a color set. Arrange your Epigons face down in any arrangement along your side of the board's centerline. Once both players have finished placing their Epigons on the board, flip the tiles face up. Remove the X Epigons from the board – they will no longer be used. This will leave an empty space in each row of Epigons. Your pieces are now deployed for play!

The picture to the right shows a sample deployment. Note that the X Epigons are removed from the board once they have been turned face up.



## Steps of a Turn

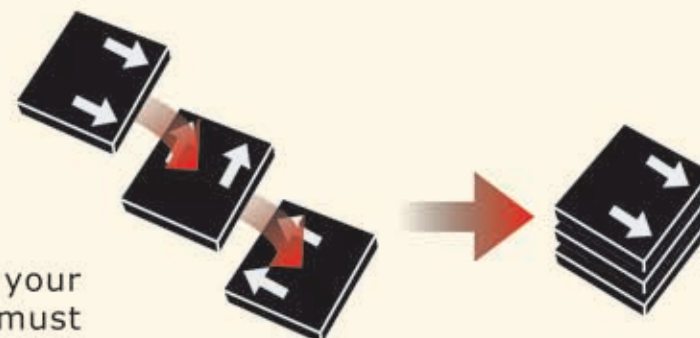
Every turn starts with a Planning Step and ends with an Action Step.

## Planning Step

Players can only move three Epigons each turn. During the Planning Step, decide which three Epigons you want to move. Then, choose the direction in which each of those pieces will move and the sequence they will move in. Once you have made your choices, lock them in by stacking your Orders and placing the stack in front of you.

In a stack of Orders, the top tile represents your first move, the second tile your second move, and the third tile your last move. The arrows on each Order must point in the direction you want the Epigon to move. Epigons can only move up, down, left, or right - but never diagonally.

Players build their stacks in secret. If you finish making your stack before your opponent, you can hide the top Order by placing an unused Order tile face down on top of the stack (with the icon showing). When both players say they are ready, proceed to the Action Step.



## Action Step

Now you are ready to reveal the top Order in each stack. The Order with the highest priority (7 being the highest, 1 the lowest), moves its corresponding Epigon one space in the direction its arrows are pointing.

After the first Epigon moves, the player with the lower priority Order moves. If the Order corresponds to an Epigon not on the board, no move is made. Should both Orders show the same number, they cancel each other out and neither Epigon moves. The following section explains how Epigons move.

Next, each player reveals the second Order in their stacks. Again, the higher priority Order moves its Epigon first. Repeat the process one more time with the third Order in your stacks. At the end of the Action Step, return all of your Orders to your hand for the next turn.





## Movement Rules

Whenever you move the Epigon shown on your Order, it will either *SLIDE* or attempt to *PUSH* one space in the direction shown – unless your Epigon is *BLOCKED*.

### SLIDE

If an Epigon can be moved into an empty space, that move is called a *SLIDE*.

*Super Slide*: If an Epigon *SLIDES* into a space without touching the sides of an opponent's Epigon, you may *SLIDE* your Epigon once more in the same direction. Corners touching do not count.



SLIDE



SUPER SLIDE

### PUSH

If the space your Epigon is trying to move into is occupied by another Epigon, it attempts to *PUSH* into that space. However, a *PUSH* can be *BLOCKED*.

If your Epigon makes a successful *PUSH*, move it one space in the direction shown on your Order, pushing any Epigons in its path one space. This movement may push an Epigon off the board.



BEFORE A PUSH



AFTER A PUSH

### BLOCK

To determine if a *PUSH* is *BLOCKED*, count the number of your Epigons and your opponent's Epigons in the direction you are trying to move. Start with the Epigon trying to move, and continue counting until you reach an empty space or the board edge. If your opponent's Epigons outnumber yours at any point while counting, the *PUSH* is *BLOCKED*. In that case, no Epigons move. Your own Epigons never block a *PUSH*.

The next page illustrates several examples on determining if an Epigon would *PUSH* or is *BLOCKED*.

*Note*: An Epigon's number does not affect a *PUSH*. A [1] can *PUSH* a [7].

*Capturing an Epigon*: Whenever an Epigon *SLIDES* off or is *PUSHED* off the edge of the board, it is always Captured by its owner's opponent. The first player to capture three of their opponent's Epigons wins the game!

*Drawing A Game*: Situations might arise where both players wish to draw. A player may offer a draw to their opponent once during the Planning Step of each turn.



BLOCKED



## Examples

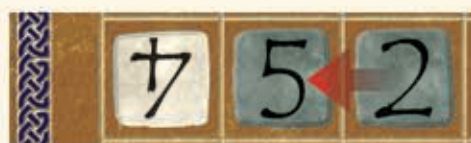
These examples may be helpful in understanding when an Epigon can *PUSH*, or becomes *BLOCKED*:



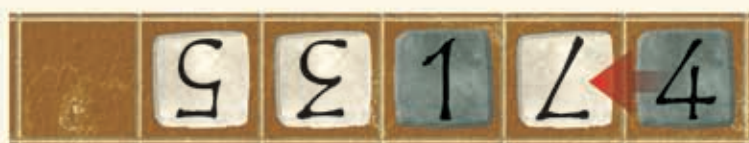
EXAMPLE 1: The grey 3 is trying to move right. Since white Epigons never outnumber grey ones, the 3 *PUSHES* the row into the empty space.



EXAMPLE 2: The grey 5 is trying to move right. By counting Epigons from the grey 5, you can stop counting at the white 5; because the white Epigons outnumber the grey ones two to one. The grey 5 is *BLOCKED*, and cannot move this turn. Note that the rest of the grey Epigons are irrelevant.



EXAMPLE 3: The grey 2 is trying to move left. By counting Epigons from the grey 2, there are never more white Epigons than grey ones. The grey 2 *PUSHES* the row and the white 4 off the edge. The grey player captures the white 4. If this is the third white piece the grey player captured this game, the grey player wins the game.



EXAMPLE 4: The grey 4 is trying to move left. The move is *BLOCKED* because the white 5 is the third opposing Epigon that the grey 4 and grey 1 are trying to *PUSH*. The grey 4 is considered *BLOCKED*, and cannot move to the left this turn.



EXAMPLE 5: The grey 6 is trying to move right. Note that the white 3 doesn't matter. Since there are never more white Epigons in the path of the grey 6 than grey ones, the 6 *PUSHES* the row towards the right. The white 3 does not move.

## Frequent Questions

Q: *Can I still use an Order after its Epigon has been pushed off the board?*

A: Yes. You may need to use the Order to cancel one of your opponent's moves.

Q: *Can I accidentally slide or push my own Epigon off the board?*

A: You sure can – and give your opponent a capture at the same time!

Q: *My opponent moved first, and it resulted in the capture of my third Epigon. My next Order would have captured their third Epigon. Who wins?*

A: Your opponent. As soon as any player captures three Epigons, the game ends immediately. You never get the chance to push your opponent's Epigon off the board.

## Credits

Game Design: Chris Gosselin & Chris Kreuter

Game Development: Eli Hamblet & Gabe Schwartz

Editing: Jane & JoAnn Schaffer, Auren Pope

Special Thanks To: Keith Brockett, Dagmar Franke, Alexandra Kreuter, Matt Kreuter, Mike O'Hara

About the Art: Many of the graphic elements on the box and in the rulebook are inspired by the Ishtar Gate, which was the eighth gate into the ancient city of Babylon. The Babylonians built the gate in 575 BC, and until the 6th Century AD it was considered one of the seven wonders of the world. If the Babylonians hadn't been so busy building wonders, we're sure they would have enjoyed playing Epigo immensely.

