



A Strategy Game of Universal Domination
RULES AND GAME PLAY WITH HEX TILE GLOSSARY

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The Story

Xixen, Lord of the Universe was restless and tired of ruling the universe alone. To remedy the problem, he recreated himself five times. He was pleased with what he had done and with the other god-selves would continue to rule the universe in harmony for many years. The other five were named Xen, Zeta, Xonia, Lahrin and Sahrin. Each Lord was imbued with special powers and each began to develop their own ideas of the way things should be. After millions of years, which is a blink of an eye to most immortals, they began to fight and disagree on the form and direction of the universe. This resulted in much darkness and Chaos throughout all the worlds. To restore harmony, Xixen made them all equal and took away their greatest powers and infused them into six keys. He commanded that they be scattered across the universe through all time and space. He took away all universal territories and regions where each had influence and closed portals they had established to connect the years and infinite galaxies. Not even Xixen himself knew where the keys were. In a fair bid to regain control, they would start from the furthest edges of the universe and engage in the ultimate contest: an epic battle-quest where one Lord would recover all the keys or destroy all others who would get in the way with the winner to rule the universe forever!

Object of the Game

The object of the game is to navigate and dominate the board while seeking to reveal and collect as many of the six keys as possible. During your quest, You will build up regions and create portals to foil your opponents and gain power to battle your rivals and deplete them of their energy. The player to possess all keys in play or destroy all opponents is declared the winner. This is a battle to the death with the ultimate prize: control of the universe and the right to dance around the room cheering, “I win! I win!”. As the winner you will also have the option to add “In your face suckers!”.

Getting Started

The game begins by assembling the 2 halves of the board(fig.1).Next, place all the hex tiles (fig. 2) face down on the table so only the stars are facing up. Slowly and thoroughly mix all the tiles around until they are well shuffled on the surface of the table. Then, place the hex tiles in the cells on the board (hex tiles remain face down). After you have done this, each player (two-six) will choose a colour of game piece and place their piece on one of the six corners (fig 4). Each player will then count out sixty (60) powers (fig. 3). All remaining powers will be used as the ‘pool’. This is where players will place some lost power and sometimes gain more power from.

The players will then roll the dice and whoever rolls the highest will go first. For smaller and quicker games you can give each player twenty (20) to thirty (30) powers or agree on a game time limit. Some games are quick while others may go on for hours. The number of players can also effect the length of play! Now go get control of the universe (you know you want to). Before you continue, you will need to read “Game Play” on the following pages.

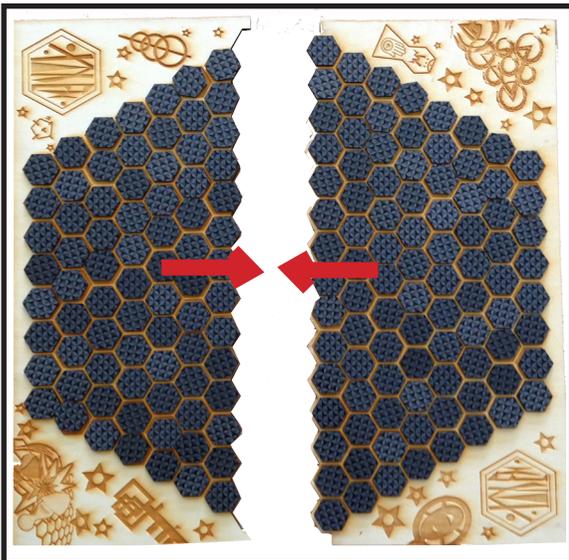


fig.1 board assembly

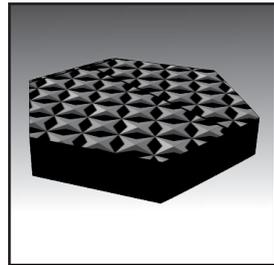


fig.2 hex tile

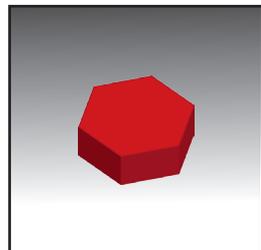


fig.3 “power”

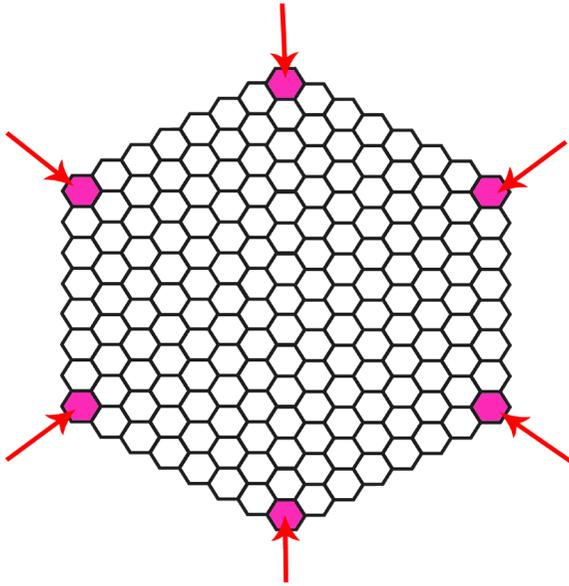


fig. 4 top view of Starting Positions.

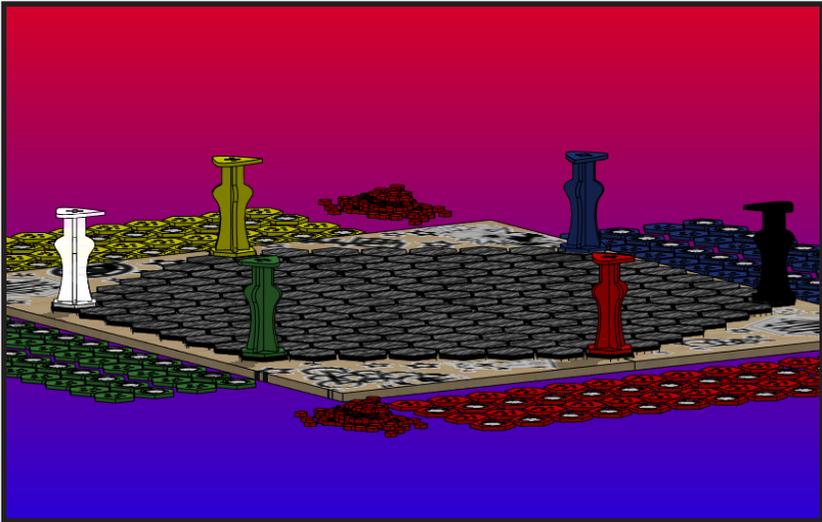


fig. 5 This is 3D view of starting positions. When there are two players, they should start from opposing corners. Note: Game pieces should be positioned in the direction of player's "Destiny". This is the direction the player intends to travel. This is described in more detail on the next page.

Game Play: The Turn

A turn consists of three (3) phases:

1. The Roll Phase

The player rolls the dice to see how many spaces he travels. A player must always travel a minimum of three (3) spaces. For example: if the player were to roll a 2 (two) or a 3 (three) he must move three spaces in the direction

of his destiny. The destiny is the way the head of a player's game piece is pointing (Fig. 6).

If a player rolls a 2, 3, 4, 5, 7, 10, 11 or 12 then the player moves straight ahead only and must continue to move in the direction of his destiny for that roll. (Fig.7). A player



Fig. 6 'Destiny' The arrows show the destiny or direction each piece must travel.

may meander from space to space after the mandatory 3 straight moves are made only when a six (6) or a nine (9) is rolled (fig 7.2 & 8). Destiny is set in the direction a player chooses to leave the game piece facing when they have completed their move for all rolls. When a player releases his hand from the piece, the destiny is set. Beware, if a player has ended the roll phase with his game piece facing in a disadvantageous direction, it is too late to change if a player's hand has come off of the piece after the roll phase. When a player comes to the edge of the board he will "bounce" or flip 180 degrees (the opposite direction of your approach Fig.9).

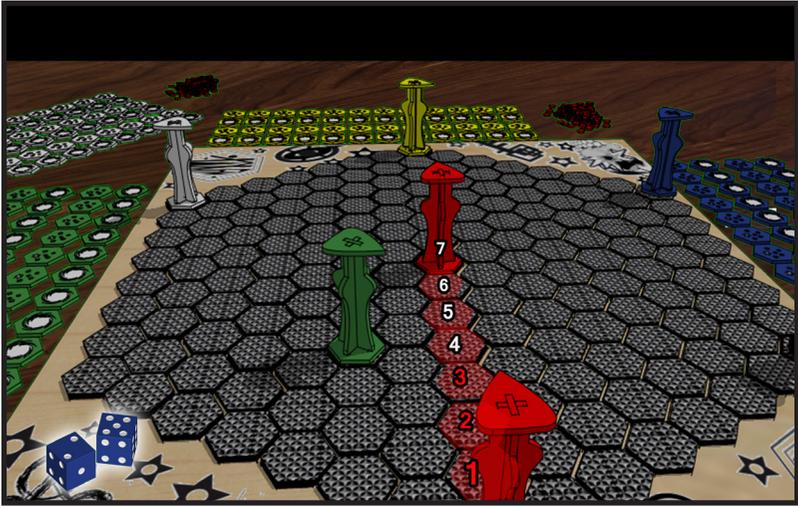


fig. 7 Straight moves only for 2,3,4,5,7,10,11 & 12. Your piece will always travel a minimum of 3 spaces. ie: If you roll a '2', you still travel '3' (fig 7.1)

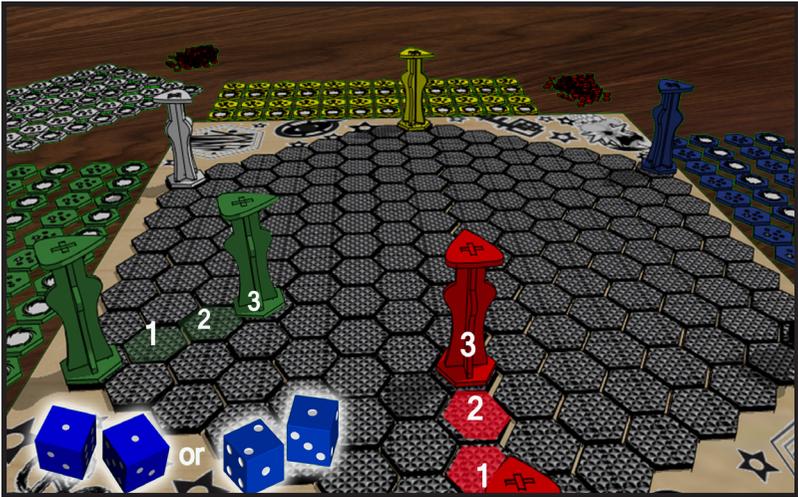


Fig. 7.1 If player rolls 2 or 3, players still travels a mandatory '3' spaces.

If a player should cross or land on another player's piece, he may choose to have a battle (see battle). If a player is are crossing an opponent mid-roll, he may do battle before finishing the remaining moves of the roll (see figure 7.2). When a player lands on another opponent, he places his piece on top of the opponent's piece or pieces, facing the destiny (direction) from which he will start his next move.

If a player crosses or lands on a player or multiple players occupying any cell, he may choose to challenge as many of the players (in that cell) as he wishes. Once he has announced who he will challenge in that turn, he must go ahead with the all battles until the end of the turn (see battles).

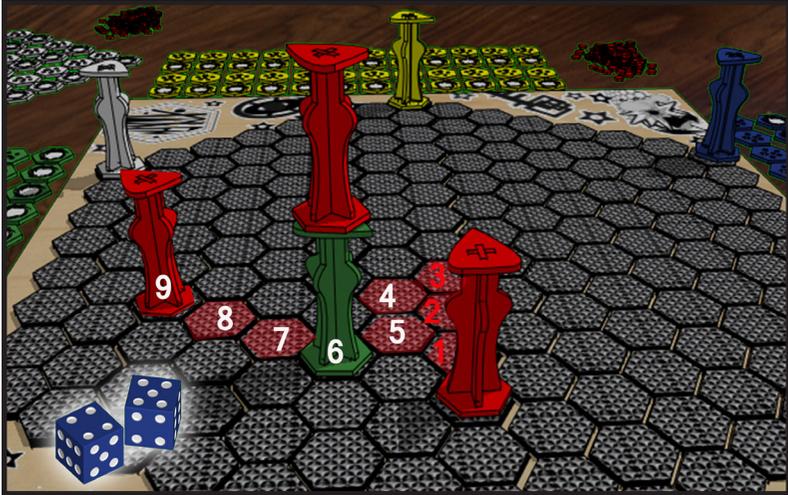


Fig. 7.2 The player has rolled a '9' and may 'meander' after the '3' in the direction of his destiny. During the roll he has decided to pass the green player. He may choose to stop 'mid-roll' and battle before continuing the remaining spaces to complete the roll of '9'.

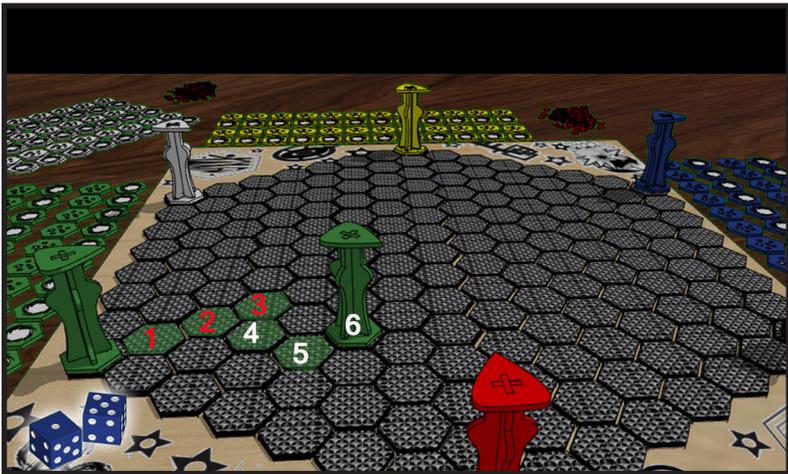


Fig. 8 Example of a player who has rolled a '6'. The player proceeds in the direction of his destiny for 3 spaces and meanders for the remaining '3' cells to complete the roll.



fig. 9 “Bouncing”

This is a very important part of the movement of the pieces. If a player rolls, moves and reaches the boundary of the board and has not completed the roll, he will ‘bounce’ and turn 180 degrees to the angle at which he approaches the boundary and completes the roll.

2. The Reveal phase

The last tile the player lands on in the roll phase is where the player will stop. At the end of the roll, a player can choose to see what is on the other side of the hex tile occupying that space by surrendering one (1) power to the pool. The pool is a designated area of all unused power. After surrendering one (1) power to the pool, the player may look at the under-side of the tile and then show it to the other players. The player then proceeds with the action on the tile (if required) or may keep the tile if it is a 1 of the 6 keys or a tile that may be retained to use at another time. Some tiles are empty. When the player finds an empty tile, it goes back on the board, face down where it was found. Players should try to remember where on the board they have been. If the tile is occupied by a porta(see portal) then the player still may look beneath it. Note: the player may only look at a tile under a portal if that portal is final cell at the end of a roll. There are tiles, like “True Vision” that enable players to reveal tiles without using any power. It is important the player does not reveal tiles that his game piece does not occupy.

The Reveal phase (Continued)

If hex tiles are ever accidentally revealed during the game, then the accidentally revealed hex tile is “burned” (removed from the game). Regardless of what it is, the tile must be removed. If the tile ends up to be a key then the number of keys to be possessed to win is reduced by one (1).

Most of the hex tiles will have all that players need to know written on them. However, there may be some questions or exceptions that are explained in the *Hex Tile Glossary* at the back of this booklet.

The most important thing to remember about the Hex Tiles is to always show them to other players and to put back those tiles that are blank.

3. The Create phase

A player can build regions or portals after ‘the reveal phase’. A player can also skip the reveal phase if he does not wish to reveal a hex tile. It is only after the reveal phase, the player can announce that he wishes to build a region which is established by placing a coloured region tile (Fig.10) in the space or on top of the hex tile the player occupies. A region can only be built if a player reveals the tile in that space or if the space is empty. For this action, a player surrenders Two (2) powers to the pool (To see the advantages see regions below). Alternatively, but not in addition, a player may wish to create a portal (fig 11) which can be done by giving three (3) powers to the pool. The player then places a portal tile on any empty space or on top of any hex tile on the board provided that another player does not occupy the space and that it is not a region belonging to another player.

At the end of the three phases, a player can pass the dice to signify the end of the turn. Before passing the dice, a player can also collect a single power from the pool if they have not lost or surrendered any power to the pool or another player during their turn. In other words, this occurs when a player decides to take no actions during his turn. If a player has forgotten to collect, but has announced the end of the turn, then it is too late for the player to collect for that round.

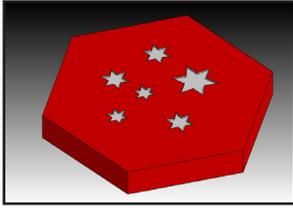


Fig.10 “Region tile”

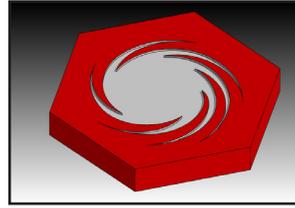


Fig.11 “Portal tile”

Regions

Regions can be established on any spaces or tiles that a player lands on at the end of the roll phase of his turn, provided that the player has revealed the Hex Tile in that space. To establish a region, the tile or space must not be occupied by another player, region or a portal. The player must also surrender two (2) powers to the pool and place a region tile on top of the space or hex tile the player occupies. Establishing regions has its advantages: One advantage is: when a player engages in a battle (see battle) he receives a two (2) point advantage if a player has the most regions established within a two (2) cell radius (see battle zone) around the hex cell where a battle is taking place.

Regions are also universal territory, so any player that crosses through or lands on another player’s region must give that player two (2) powers for the privilege (fig. 12).



Fig. 12 The Green player would have to give the Red player four (4) of his powers for crossing 2 regions in a single roll.

Creating Regions is a strategic way to gain power throughout the game. A player may cross multiple regions possessed by multiple players. The power given to the other players for crossing or landing on another's region occurs before the end of the player's roll phase. If a player runs out of power due to an opponent's region draining them, then that player is ousted from the game and surrenders all key's in his possession to the owner of the region responsible for draining that player.

Region Clusters

A cluster is a series of seven (7) regions with a ring of six (6) regions with a central tile making up the seventh (fig. 12a). Regions in a cluster can not be challenged by other players, taken or eliminated by tiles unless it is specific to regions in a cluster.

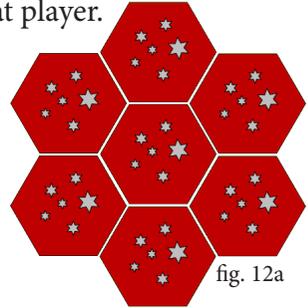


Fig. 12b Red Player has a cluster. 5 regions fall into the battle zone (explained in more detail later). Red player has +3 advantage in the battle over the Green Player.

Tiles that direct a player to take possession of another player's region cannot affect regions in a cluster unless the tile is specific to clusters. Also, if a player has the most regions in a battle zone and some of those regions make up part of a cluster, then that player will receive an extra plus one (+1) in addition to the plus two (+2) he is already receiving in battle (see battle).

Along with fighting power, regions in a cluster also give a player extra voting power when a 'Grand Council' tile is played (or other future tiles).

There are also tiles that give a player power depending on the number of clusters that are possessed by a player. Beware, some tiles may cause cluster owners to lose power. Generally, region clusters can be advantageous if they are used well.

Challenging Regions

A region can be taken from a player by another player landing on a region and announcing they intend to challenge that region during the roll phase. This will occur during the roll phase. A player must surrender the two powers to the owner of the region. Next, the player must surrender six (6) additional powers to the pool that the player cannot get back (a 'power wager'). Players will then battle (see battle). The loser takes no damage and the winner maintains or takes over the region. If the challenger is victorious, the other player then gives the two (2) powers back to the challenger that was paid for landing on the region. Regions that are part of a cluster cannot be part of a region challenge.

Portals

Portals are a means of fast travel across the board. They are used to get out of trouble or to get to a strategic location. Each portal can be either an entrance or exit point. Portals may be established anywhere on the board during the 'Create Phase'. When establishing a portal, the player surrenders three (3) powers to the pool and places a coloured portal tile in the space of their choosing (provided it is not occupied by another player and no other regions or portals exist on that space). When a player crosses or lands on a portal, the player is transported (even mid-roll) to any other portal of their choosing. If the player uses another's portal as an entrance or exit, the player must surrender one power to the owner of the portal or portals taken. Upon exiting a portal, the player may choose a new destiny at the

exit point. When travelling through a portal mid-roll, the entrance and the exit count as one (1) space. If the portal is the landing cell of a roll, then the player surrenders the power to the owner (if necessary) during that roll and the first cell at the beginning of the next turn must be an exit portal. A player may also reveal the tile beneath the portal if it is the landing cell of that roll. A portal must always be taken when crossed or landed on, unless specified by special circumstances. If only one portal is in play, then it cannot be used, as there will be no other exit point on the board. However, crossing that portal will still incur a surrender of power if it is in the possession of another player.



Fig. 13 Yellow has rolled four (4) and must take the black portal. He has no portals of his own and also exits another black portal. In this case, the Yellow player would give 2 powers to the Black player for using an exit and entrance portal

Challenging Portals

A portal may be taken away from a player if a player's landing cell is another's portal. A player may then announce (before the reveal phase that they intend to challenge that portal. Like with regions, the player surrenders 6 powers to the pool which they do not get back. The opponents then battle to see who retains or takes over the portal. The player surrenders one (1) power to the player who is in possession of that portal. The winner changes the colour of the portal or retains the colour if it does not change hands. The single power is not handed back.

The Six Keys

There are six (6) keys at the start of the game. If a player finds all six (6) keys or all that remain in play, then that player has won the game! If a player reveals a key under a hex tile, he places it face up on the table beside him. While in possession of the key, the player gains the specific power that comes with that key until which time it is removed from the player or the game.

When playing a multi-player game, whoever is directly responsible for destroying an opponent with the keys gains possession of all keys held by that player (not all tiles). In all games, If a player loses all power by their own accord, they can burn (remove) a key to receive fifteen (15) powers from the pool and remain in the game. **IMPORTANT:** A player always gets one more turn after a player has been depleted of all power, but may not gain power through inaction in the final turn.

Challenging Keys

During a turn, a player can announce a key challenge to any player. That player must surrender fifteen (15) powers to the pool and battle that player for the key. The winner acquires or retains the key in question. All powers surrendered cannot be taken back regardless of the outcome.

Key of Xixen:

Holder of this key receives an additional plus one (+1) advantage in all battles except disputes over keys, portals or regions. The extra point will be in addition to extra power given by regions in the battle zone.



fig.14

The Key of Xen

This key allows the player to burn two (2) powers at the beginning of any or anyone's battles to end the battle. This must be done by the player before any strikes occur. Battles for keys, **War Parties** and **Eternal Gauntlets** cannot be ended with this key.



fig.15

Key of Zeta

The holder of this key gains one (1) power at the end of each turn. If the holder forgets once the dice are passed, then it is too late to collect for that round. If the holder of this key uses or loses no power during a round, they may take an additional power to the one any player receives for using or losing no power in a turn & cannot be used in a situation when it is a players “final turn”.



fig.16

Key of Xonia

The holder of this key uses all portals and suffers no loss of power when using portals belonging to other players. All portals may be used as entrance and exit points as though they are the player's own.



fig.17

Key of Lahrin

The holder of this key can meander after the mandatory three (3) spaces are travelled. This applies to all rolls. This ability normally takes place during a turn when a player rolls a six (6) or a nine (9), but for the holder of this key this ability applies to all rolls.



fig.18

Key of Sahrin

This will allow the holder to take (one) 1 less damage from their opponent in battle. They will surrender only one (1) power to the pool and one (1) to their opponent. This even applies to when the Eternal Gauntlet tile is played.



fig.19

Battle

Battles may take place when a player crosses or lands on another player. This may also occur when a hex tile directs a battle to take place. When crossing another player on a path of a roll, the player whose turn it is will choose whether or not he wishes to engage in battle. This can occur mid-roll. If this is the case, the player will count out the remaining number to the count of the roll following the battle or battles.

A battle consists of a best-of-three roll-off with the challenger rolling first. A player who has the most regions within the battle zone (a two cell radius around the player figure 20) receives a two point advantage (+2) each roll. If players have an equal number, the advantage is neutralized.



Fig 20. The Battle Zone is defined in red. The blue player in this case would get +2 for each roll in a battle as he has the most regions in this zone (blue 1- red 0).

The player who rolls the highest numbers in the best of three (3) roll-off is the winner of the battle. The loser of a battle gives the victor two (2) powers plus surrenders an additional power to the pool.

If a space is occupied by one (1) or more players, the challenger may elect to battle all players in that space (in the order of his choosing) or choose one. If the player is going to challenge all players in a space, it is announced at the moment of crossing or landing. The challenger must follow through on all promised battles.

Hex tiles or keys that end battles are used to end battles between individuals and do not apply to all battles taking place during that particular turn unless it is the key of Xen or otherwise specified by a specific tile.

Region Clusters in The Battle Zone



Fig. 21 The Battle Zone is defined by a red boundary. The cluster is defined by a green boundary. The region tally in the zone is: red 5 and green 1. Red will have a +3 advantage due to the regions in the battle zone being part of a cluster.

If the regions of a battle zone make up part of a region cluster, (as seen in figure 21 above) then the player we receive an additional +1 advantage, bringing the player's overall advantage to +3. ie: if a player rolls a 6 it becomes a 9. If at any time in the battle there is a tie, then whoever has the natural number without advantages will be the winner. In the case that there is a tie with two natural numbers, a re-roll will be required.

Some battles such as those caused by hex tiles like "War Party" or "Gauntlet of Eternity" will have players battle without moving their game pieces from their current positions. In Challenges for tiles or Keys, game pieces again remain in their positions and do not have to meet on the board. Tiles will specify when a player will need to move his piece for a battle.

Examples of Battle Zones in Various Positions

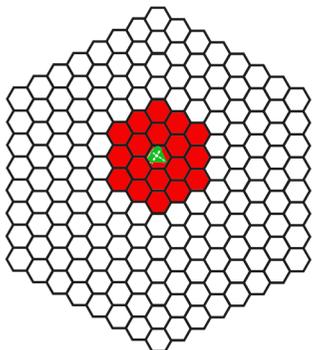


Fig.22

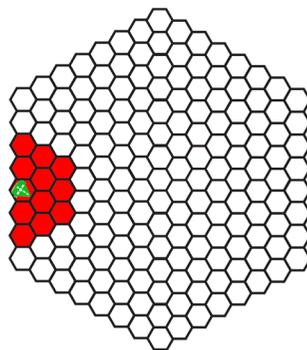


Fig.23

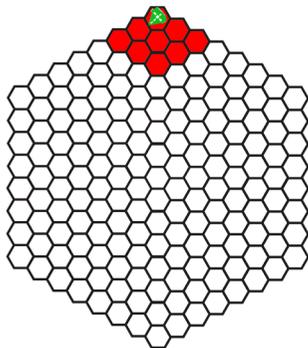


Fig.24

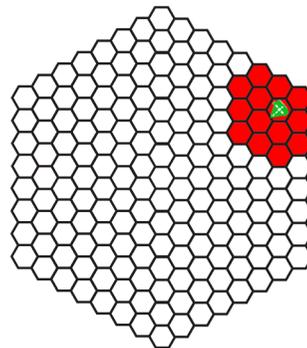


Fig.25

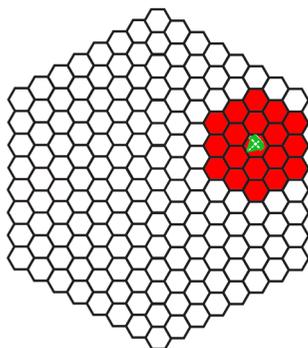


Fig.26

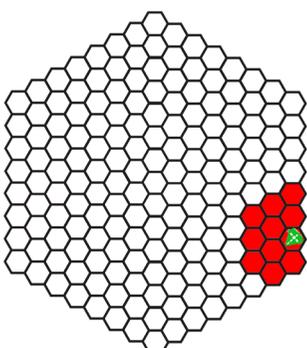


Fig.27

Winning The Game

The player who is considered “The Winner” is the last player standing or the one who holds all the keys that remain in play (even if it is only one). All tiles on the board or held by a player are considered to be “in play”. A player may also “win” if the game is declared “over” and a particular player holds the most “power”.

Losing The Game

A player who has lost all power is ousted from the game. If a player who has a key or keys and has lost all power as a result of their own play and have not lost due to a battle or a direct result of another players actions, then the player can burn single or multiple keys to receive fifteen (15) powers from the pool at the beginning of his last (next) turn. A losing player’s regions and portals are removed from the board if they have no power following the ‘final turn’.

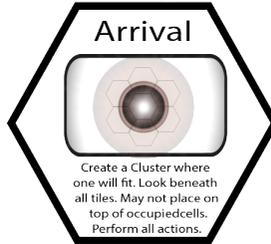
If the loss is a result of a battle or another player’s direct action, all keys are surrendered to the player who has eliminated a losing player from the game.

If a “timed game” is played or the game is unanimously declared “over” all players who do not have the most power are considered to have “lost” the game. At the “end” all keys may be counted as fifteen (15) powers.

Special Actions and Other Rules

1) No “deals” for power, keys regions or portals can be made between players. Players may form alliances if it is strategic, but may not give items to other players to keep them in the game. 2) Players may “burn” a key during their “final turn” to gain fifteen (15) powers from the pool providing their elimination is not directly a result of another player’s actions. Otherwise, all keys are forfeited to the player who eliminates another player who possesses a key or keys. 3) A player who is ousted from the game and has run out of power may play one (1) more round with no power. This player may hope to win a battle or use a retainable tile they have in their possession to try to stay in the game. 4) If a game is unanimously declared ‘Over’ in the event of a ‘timed game’ or players mutually decide to ‘quit’ the game, then a count of power is added up. Each key counts toward a player’s total and represents fifteen (15) powers. The winner is the player with the most power.

Glossary of Hex Tiles [Standard Extension 1.0]



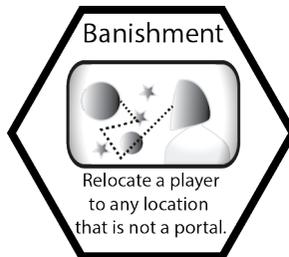
Arrival (Rare)

Player may place a cluster on the board if it will fit. New cluster cannot have regions placed on other's regions. A Player can incorporate his existing regions. May not retain.



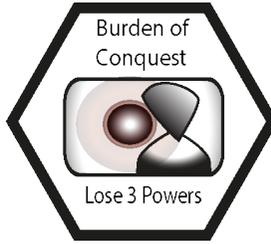
Ancient Dispute (common)

The finder may take control of another's region (that is not in a cluster) by replacing it with one of the finder's regions. The location of the region cannot be changed.



Banishment (common)

The player who finds this tile may move one (1) other player's game piece to wherever that player chooses, anywhere on the board. That player will start their next roll phase from this position. If it is a portal, the player must make the first space travelled an exit portal next roll. Players moved to a region of another player, will must surrender power to that player at the beginning of his next turn.



Burden of Conquest (common)

Player must immediately surrender three (3) powers to the pool. Tile may not be retained. This action may be deflected to another player with 'Call to Fire'.



Burning Bridges (common)

The finder can take possession of any player's portal by replacing it with a portal of the finder's colour. The portal location cannot be changed. If no portals are in play: burn the tile. This tile may not be retained.



Call to Fire (rare)

The player who reveals this tile may retain it until they wish to use it for another player to absorb a loss of power on his behalf. The tile may not be used against another player who has just inflicted the loss that is to be absorbed. The loss of power may be due to a battle or from a tile. If the loss of the player selected ousts them from the game, then the finder gains all keys and Hex Tiles in the loser's possession.



Celestial Munting (rare)

The finder of this tile may take 5 power immediately from another player's power supply and add it to his own. The tile is burned at the end of the turn after the action is performed.



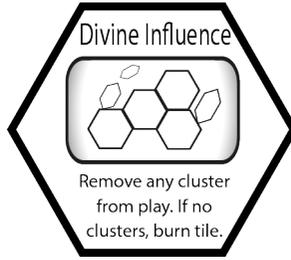
Chance Escape (uncommon)

Finder will travel to the nearest portal and stop. The player will not surrender any power if this portal belongs to another player. The player will travel to the exit portal of their choosing from the next turn. Any portal may be used as an exit without surrender of power. Tile is burned after exit.



Curse of Sahran (very rare)

Player retains tile on the table in front of them. Next battle that they are defeated in, the player burns the tile and forfeits six (6) powers to the victor. No additional power is given and does not apply to region, portal or key challenges.



Divine Influence (very rare)

The player who reveals this tile may remove all regions that are part of another player's 'region cluster'. This happens immediately. This tile may not be retained. If players are occupying regions in this cluster, it is simply removed from beneath them. If there are no clusters on the board, then the tile is burned. The player must choose a cluster in play and cannot choose to ignore the actions of this tile.



Favourite of Nature (common)

The finder gains 3 power from the pool immediately. Tile is burned. Do not retain.



Fear or Favour (very rare)

Finder surrenders three (3) powers to the pool. If this would take the player out of the game by depleting all his power, the player gains (ten)10 powers from the pool instead. If "call to fire" is burned to redirect a loss of power, the player to whom the damage is deflected does not receive the ten (10), but rather loses three (3) powers. In this case, the player deflecting the damage collects the tiles and keys should this action eliminate the player from the game.



Galactic Settlement (uncommon)

Finder goes to the nearest portal. If it is a portal possessed by another player then give 2 powers to the owner. If it is occupied by a player or multiple players, then the challenger has the option to also do battle. Burn at the end of the turn.



Gauntlet of Eternity (common)

The finder must battle all opponents without changing location. The finder only inflicts damage through victory. Losers must pay the usual two (2) powers to the pool and one (1) to the victor. The finder suffers no damage for battles lost. Most tiles or keys affecting battle may not be used. Advantages from regions do not apply during these battles.



Gifts of Laurin (very rare)

The player may retain and burn at the beginning of any roll phase instead of rolling and can go anywhere she chooses on the board. The turn then proceeds through phases as normal.



Legends of Xixen (very rare)

The player can retain and burn at the beginning of any battle to receive plus six (+6) advantage for each roll during that battle. This tile cannot be used in region, portal or key challenges.



Loyalty's Fool (rare)

The finder of this tile surrenders two (2) powers for every cluster that the player presently has on the board. If the player has no clusters then the player has the fortune of picking up four (4) powers from the pool.



Master's Encore (common)

The player begins another turn after he completes all phases. The tile is burned at the end of the second turn. Tile cannot be retained.



Master's Folly (very rare)

The player who finds this tile may take a key from any other player without contest or surrender of power. It must be used before the player's turn is over and is burned if no keys are in play. This tile must not be retained



The Messenger (uncommon)

The finder of this tile, burns the tile immediately and receives 5 power from the pool (no questions asked).



Misfortune's Companion (rare)

The finder must give three (3) power to each player for every key that they possess. If no keys are in play, then the finder gains 5 power from the pool. Burn the tile at the end of the turn.



Mischief (common)

The player may adjust the destiny of another player's piece just after the tile is picked up. The tile is burned immediately afterwards. The piece moved cannot be the finder's.



Mysteries of Zeta (very rare)

The finder of this tile gains ten (10) powers from the pool. The tile is burned immediately and may not be retained.



Perils of Promise (uncommon)

The finder must surrender three (3) powers to any one player of his choosing. If there is only one other player remaining, then that player will receive the three (3) powers. The player may not elect himself.



Presence of Xen (very rare)

Player burns tile to end any battle before it commences. This tile may not be used in a key dispute, but may end all other battles. If power has been lost or wagered, the player receives his power back and proceeds to the final phase of the turn. This tile may be retained until which time its power is used and then it is burned.



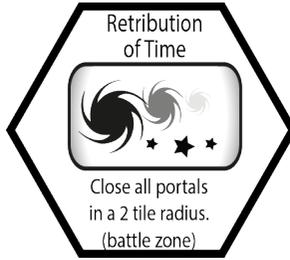
Quick Strike (uncommon)

The finder may immediately take three (3) powers from any chosen opponent. If this results in a player being ousted from the game, then the finder will take possession of all keys and tiles belonging to the loser. This action may not be stopped by any other tiles except 'call to fire'. In this case, the player to absorb the loss will pay the CTF finder. The player of 'Call to Fire' will also collect keys in the event a player is ousted as a result.



Rein of Mischief (uncommon)

The player may adjust all destinies of every player including their own. A player may burn the tile and choose not to use it. Do not retain tile.



Retribution of Time (rare)

All portals in a two (2) cell radius (like the battle zone) surrounding the player's present location will be removed from the board. This includes the player's own portals. Player will burn the tile after his turn. Hex Tiles beneath the player will then be rendered as a normal hex space.



Rumours of Sahran (rare)

Finder must immediately go to the cell occupied by the nearest opponent. The player places her piece on top of the other player's game piece/s in the direction of the destiny to continue for the next turn. A battle must take place between all players who occupy this space.



Rumours of Xixen (rare)

The one who reveals this tile may retain it to burn at the beginning of battle to receive a plus (three) +3 advantage each roll for a single battle. This tile may not be used in conjunction with a Key challenge, War party battles or Eternal Gauntlet battles.



The Sixth Alliance (rare)

Finder of this tile places regions of his colour in empty spaces within a one (1) cell radius around his game piece. The finder replaces occupied regions with region tiles of his own colour. Tiles occupied by other players will be changed beneath them. Only portals will remain unchanged.



Sleeping Giants (common)

The finder places the tile in front of her and next time around will burn the tile instead of taking the turn. Retain for one (1) round.



Torment of Envy (rare)

The finder of this tile gives one (1) power to each opponent for the number of regions each player possesses in line with the player's present destiny (direction a player's game piece is facing); all the way across the board. The last region in the line, regardless of whether the finder can afford to give them power, will receive the finder's keys if he or she is ousted as a result of this tile.



Triumph of Light (rare)

The finder of this tile gains from the pool, the amount of power equivalent to the number of regions (his own and other's) in line across the board with the player's destiny (facing forward).



True Vision (uncommon)

The finder places the tile in front of them and for the next three (3) turns may reveal tiles without surrender of power.



Urging Fate (rare)

The player who reveals this tile, burns it immediately and will move 5 spaces ahead in the direction of the current destiny and plays the turn from this space (do not roll again).



War Party (uncommon)

The finder of this tile battles all opponents. The player's game piece remains at their present locations. The finder will suffer one (1) damage to the pool and will pay the victor two (2) powers as usual for battles that are lost. Only the Key of Xixen may be used as an advantage. Regions are irrelevant. Opponent's lose no power. Each battle is the usual three (3) rounds.



Winds of Change (uncommon)

After the player who reveals this tile is finished their turn, the order of play reverses. If there are two players remaining the finder takes another turn.



Wrath of Xonia (very rare)

Player must give one (1) power to a single player for every region that player has on the board. The player will naturally choose the player with the least regions.

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