Tektonix

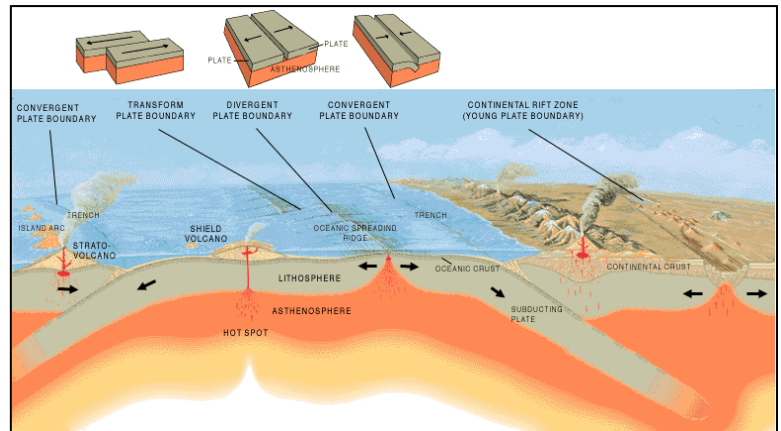## Rules

Introduction: Tektonix is set-collection, card-driven board game for 2-4 players, with a duration of 20-30 minutes. The objective is to build a tableau of nine cards defining a route across the earth's surface starting and ending with a tectonic plate, and including corresponding boundaries between those plates.

Background: *Knowledge of geology is not needed to play the game*. The theme is based on the concept of Plate Tectonics, where the Earth's Crust is broken up into numerous solid Plates which move over geologic time on top of a "plastic" upper Mantle. Heat rising in the Mantle in convection cells drives this motion. Where Plates adjoin, they either slide horizontally past each other in a Transform Fault, separate at a Spreading Center (where liquid magma intrudes into the space, cools, and solidifies), or one plate descends beneath another back into the Mantle at a Subduction Zone.

Components:
- Board with map of global color-coded tectonic plates and boundary lines with different color-codes and line types
- Four sets of 6 colored cubes each; red, green, blue, and yellow
- Cards (62), consisting of:

Major Plates (3 of each):
- Pacific
- North American
- South American
- African
- Eurasian
- Antarctic
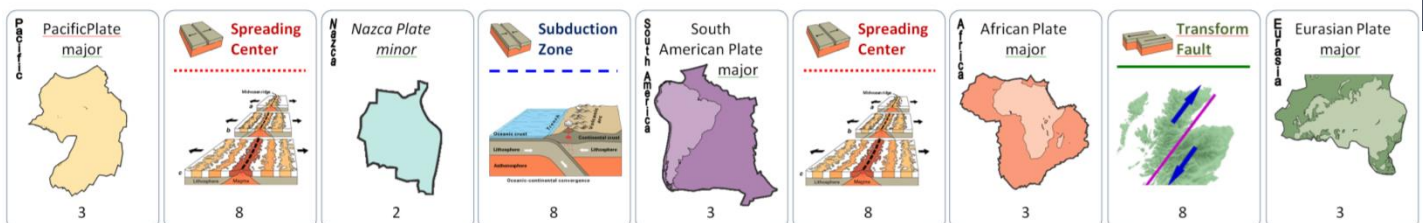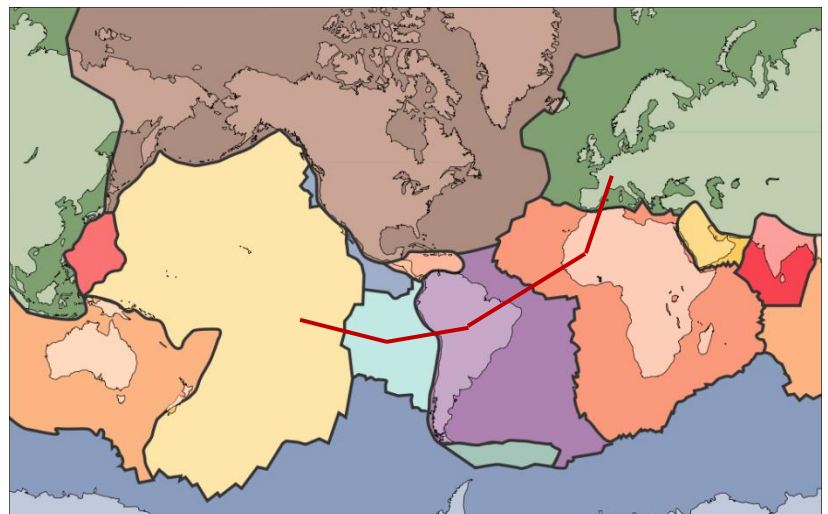- Australian
- Indian

Minor Plates (2 of each):
- *Arabian*
- *Philippine*
- *Nazca*
- *Cocos*
- *Juan de Fuca*
- *Caribbean*
- *Scotia*

Boundaries (8 of each):
- Spreading Center (red dotted line)
- Subduction Zone (blue dashed line)
  - Oceanic-continental
  - Oceanic-oceanic
  - Continental-continental
- Transform Fault (green solid line)

Building a route: A valid route consists of a series of cards placed on the game table in sequence, starting with a plate card (can be either major or *minor* plate), passing next to the correct boundary type card, to the next plate, and so on. When 5 plates and 4 boundaries have been played, the route is completed to satisfy the Victory Conditions. Cards can be played on either end, but all cards played must represent a valid order. For example, one cannot play a Transform Fault next to the *Nazca Plate* -- it is only bounded by Spreading Centers and Subduction Zones.

Example: Pacific Plate – Spreading Center – Nazca Plate – Subduction Zone – South American Plate – Spreading Center – African Plate – Transform Fault – Eurasian Plate

Setup:

Place board/map on table. Shuffle card deck, and deal out 4 cards to each player; players may view their cards and begin to organize them in sequence. Place remaining deck as a draw deck on the table; flip over three cards face-up next to the draw deck as discard/draw piles. Each player takes a set of colored cubes. Choose a starting player.

Order of Play:

Choose **one** of these actions:

- Draw 1 card from the top of any of the 3 face-up discard piles or from the face-down draw deck; optionally discard 1 card
- Play 1 card to the table in front of you, and if it is a plate card, place a colored cube to the same plate on the map/board (subject to limits)
- Rearrange order of cards on the table

Check hand limit of 8, discard if necessary
Play passes clockwise to player on the left

End of round / victory conditions: The first player to complete a set of nine displayed cards triggers the game end, and gets to add one extra point to the total for being first. Each of the other players then are allowed one final turn to lay down one card if possible. Then the points are evaluated, and the Player with the most points is the winner (note this may not be the first one to end).

Other rules:

1. Major plates can have a maximum of 3 cubes
2. Minor plates can have a maximum of 1 cube
3. Each plate played with a cube is worth 4 points. Multiple cubes on a plate share those points (so 2 cubes on a Major Plate are worth 2 points each)
4. Players can play multiple rounds as desired; the ultimate winner is the person winning the most individual rounds
5. Players are allowed to change the order of the cards played to the table (uses 1 action)
6. Any Subduction Zone card (there are 3 different types) is acceptable.

Advanced Game: Players must play the correct type of Subduction Zone cards. In the example shown above, the Subduction Zone between the Nazca Plate and the South American Plate must be an Oceanic-Continental type.

Playtesting: BGG.CON (Dallas), including Gil Hova, Candy Weber, Stefan Brunell, Trey Chambers, Peter Cerra, Joe Cerra, Jeff Quick, and R. Eric Reuss; the Board Game Designers Guild of Utah, including Daniel Jenkins, Brian Kohrman, Phil Hunter, and Jarell Dillman, and the extended Anderson family.