

Ignite and Flow

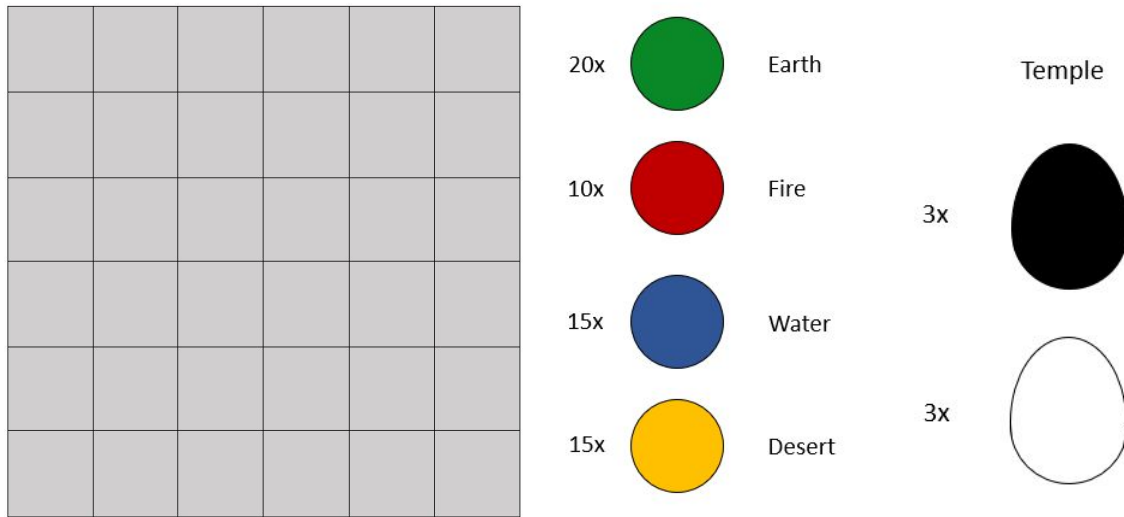
Summary

'Ignite and Flow' is an abstract strategic board game for two players. The playing time is 10 to 15 minutes.

Players alternately place 'Fire', 'Water' or 'Earth' on the board or let elements interact with each other. Fire burns earth and water flows. When fire and water interact with each other, earth and desert emerge. Players can place up to three temples to gain possession over land masses.

Goal: Claimed land masses (horizontally and vertically connected earth) each bring one point per connected earth. Destroyed enemy temples bring 4 points. The player with the most points is the winner. The game ends with the move, in which the game board is completely filled with elements.

Game board, elements and temples.



A Round

The player can choose an action:

- Put any element on a free field
- Let elements interact with each other
 - fire burns
 - water flows
 - Fire and water react

Any player begins. A player has two options each turn:

Either he places an element (fire, water or earth, not desert) on any empty space on the 6x6 board, or she lets the existing elements on the board interact.

After the action, the player can now replace any earth piece with one of his remaining temples, as long as no opposing temple is connected to this landmass!

Only fire can destroy a temple, not water. In his last turn, the player completing the board may still use an unused temple.

Again, landmasses are earths that are connected horizontally or vertically. An example of a completed game can be seen on the last page.

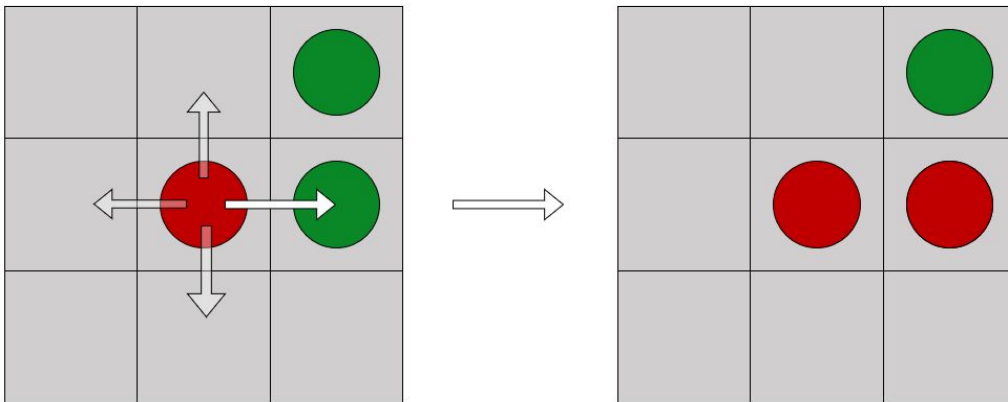
Interactions in detail:

Fire burns:

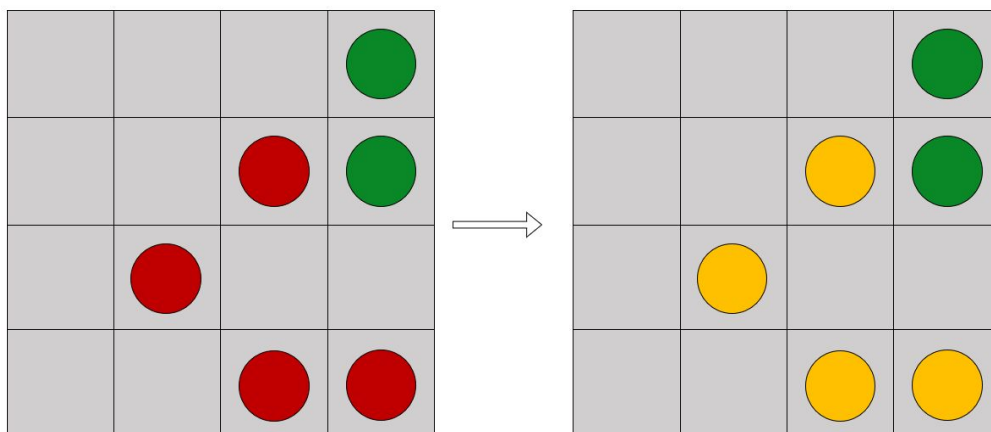
A fire lying on the game board can spread horizontally or vertically. It can spread to an unoccupied field or to earth, but not to desert or water. If fire spreads to earth, the previous earth from the game board is returned to the supply. If fire burns a piece of earth on which a temple stood, the opposing player gets it. The temple is worth 4 points for the player. (You can destroy your own temples, your opponent still gets the 4 points).

If four fires are in any connection with one another (also diagonally), all four can be converted into desert. This counts as a separate action!

Here fire spreads into an earth. You can also see the other possible directions.



Here four fires are converted into desert.



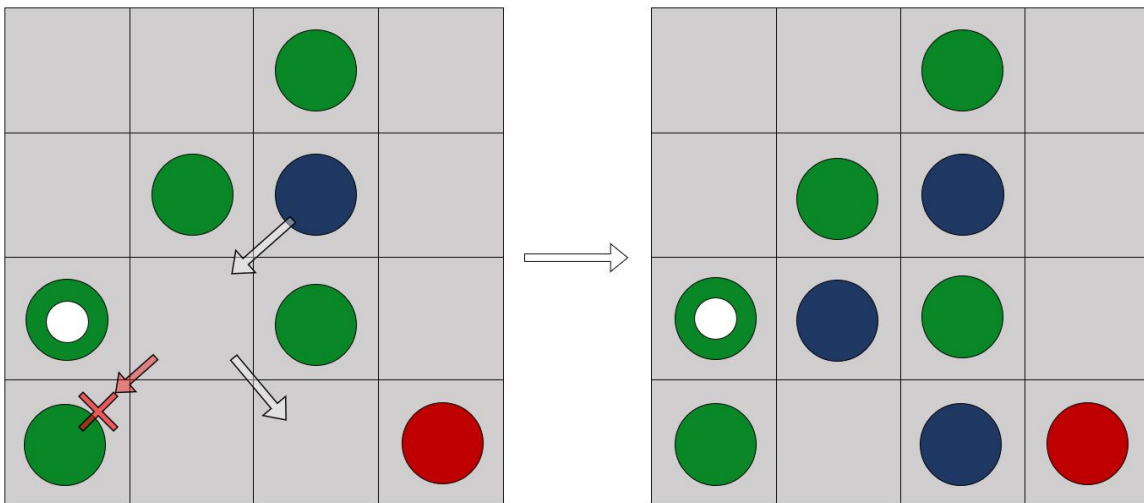
Water flows:

Water lying on the game board can only spread diagonally. If the fields are not occupied, water can spread by two fields.

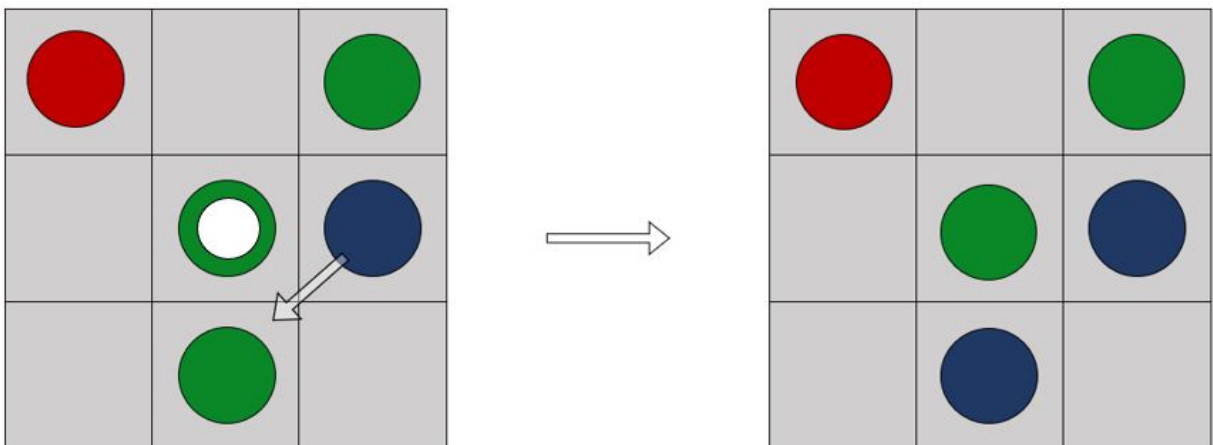
Water can only spread into land if there is a player's temple on the land. If both players have a temple on a land mass, both can flow into this land. Water can only spread one field into land.

Water must not spread through fire or desert. Water cannot destroy temples.

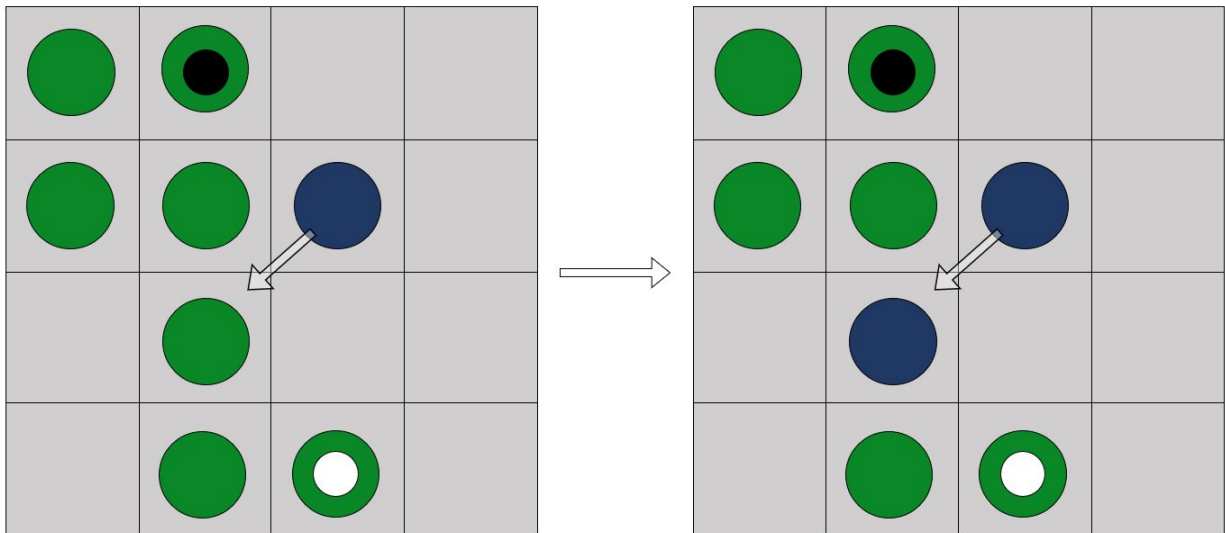
Water can spread diagonally. Up to two fields, if the fields are empty, and one into the ground. One space into space and one into earth is not allowed, even if white has possession of this piece of earth. The earth with the white circle represents a temple belonging to the white player.



Here white can replace the earth with water (i.e. let water spread out).



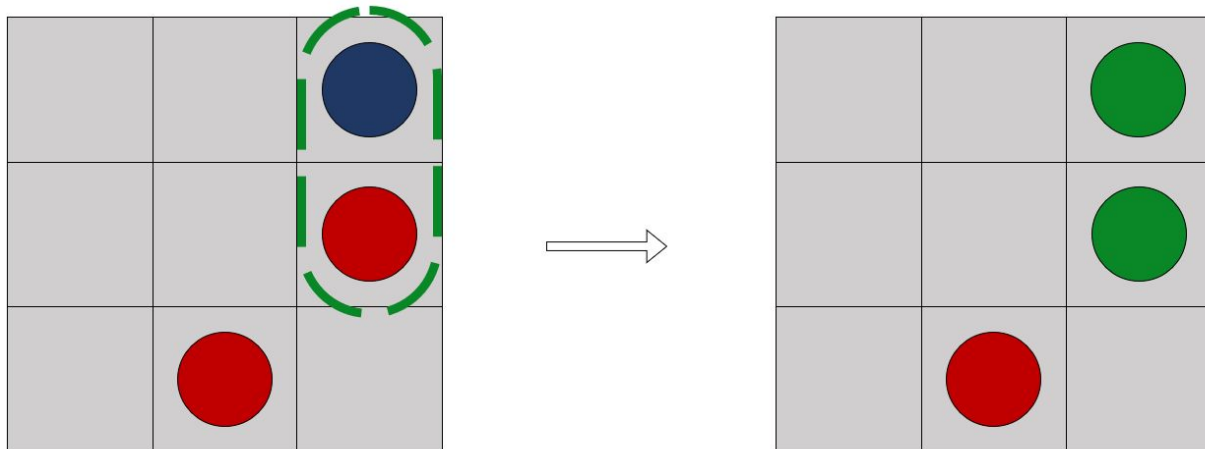
Both players have a temple on this land and can therefore spread both waters into it. Black uses this to exclude white from the larger piece of land.



Fire and water interact:

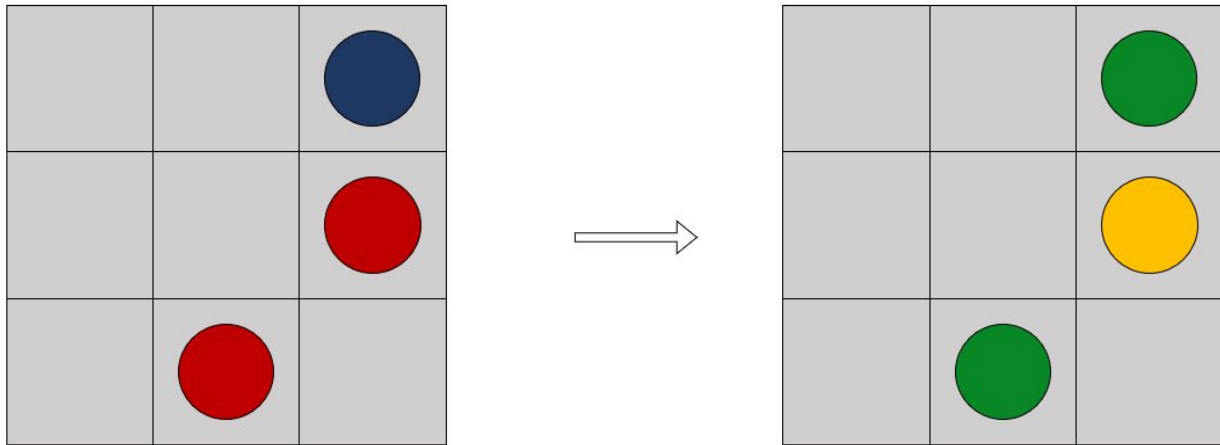
If a fire and a water lie side by side (horizontally or diagonally), both can turn into earth. The fire and water are then removed from the game board and an earth is replaced instead.

Here a fire and a water interact with each other.



Two fires and one water or one fire and two water can also interact with each other. These have to be in a chain, so only one of these elements has to touch the other two. In this interaction, one of the two elements that occurred twice (i.e. one of the two fires, for example) must be converted into a desert.

Here two fires interact with one water. One of the two fires needs to be converted to desert. The remaining two fires and water become Earth.



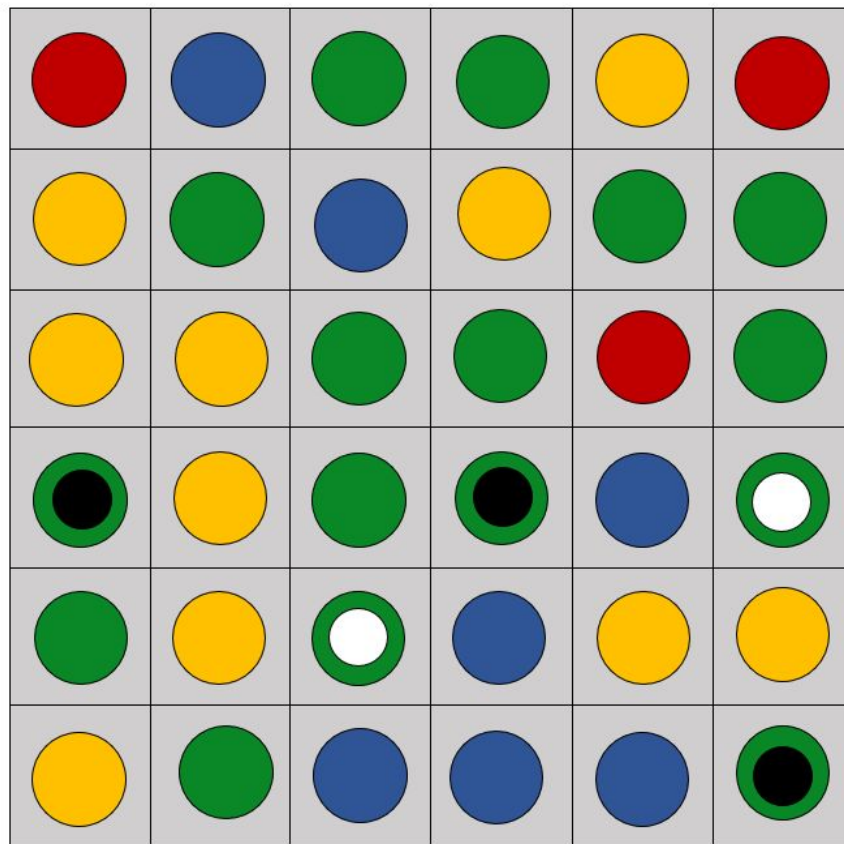
There is no compulsion to let three elements interact with each other, you can always 'only' have a fire and a water react.

Deserts are immovable, indestructible and are not considered a country. So you irreversibly break up the game board.

Points

If the last space on the board is occupied, the game ends. The final player may place a temple. Land masses and destroyed temples are now counted. If there are different temples on a land mass (because they have grown together), none of the players gets these points - even if one player has more temples on the land mass than the other.



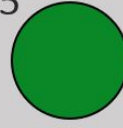


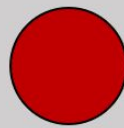

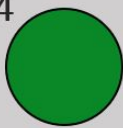


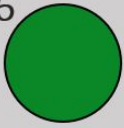
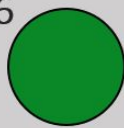


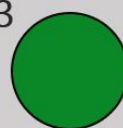
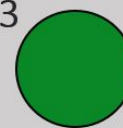




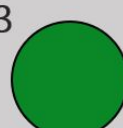










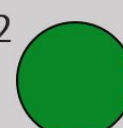



Example of a game end:



In this scenario, Black has three temples. He gets two points for the land mass on the left and one for the earth at the bottom right. Black could also destroy a white temple and has 7 points.

So White has only two temples on the board and gets four points for the land mass at the top right. The 5-point landmass in the middle does not belong to either of them because both have a temple on it. The other three countries on the map do not belong to anyone and are therefore not counted.

Different Lands are numbered.

		5 	5 		
	4 			6 	6 
		3 	3 		6 
1 		3 	3 		6 
1 		3 			
	2 				7 