

NEXUS



« You shall not pass ! »

A game by Bernard Tavitian.

Material

- Four sets of 24 colored pieces
- One game board
- The game's rules

Goal of the game

Each player gets the 24 pieces of one color. They are all different and are constituted of 1 to 4 segments (Fig. 1).

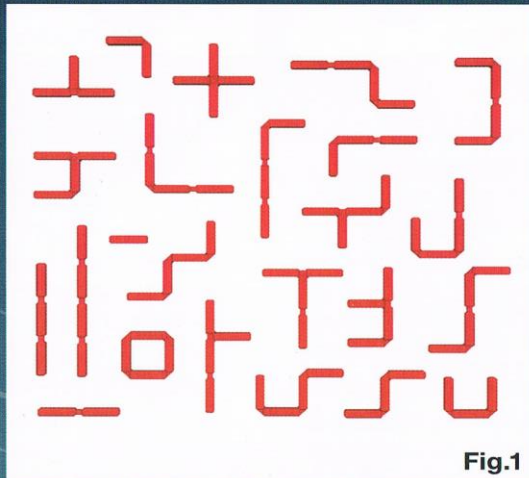
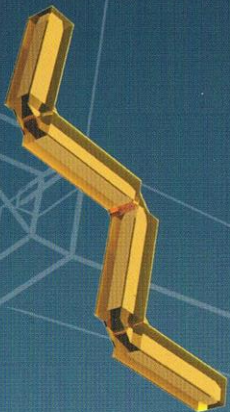


Fig.1

The goal is, by placing in one's turn one piece on the board, to get rid of as many segments as possible. Every non-placed piece costs its owner as many points as there are segments on that piece.

Rules of the game (4 players)

The playing order is : blue, yellow, red, green.

In each color, the first piece must touch one of the starting intersections, clockwise (Fig. 2). Once placed, a piece remains in position throughout the entire game.

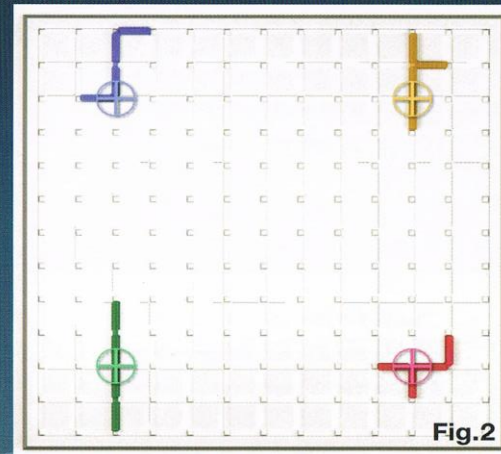


Fig.2

In each color, every piece placed after the first must share at least one intersection with at least one piece of the same color previously placed on the board (Fig. 3). Pieces never overlay one another.

Whenever one player cannot play, he skips his turn and the other players continue in the same order until they are themselves blocked or they have played all their pieces. It is not allowed to pass if it is possible to play.

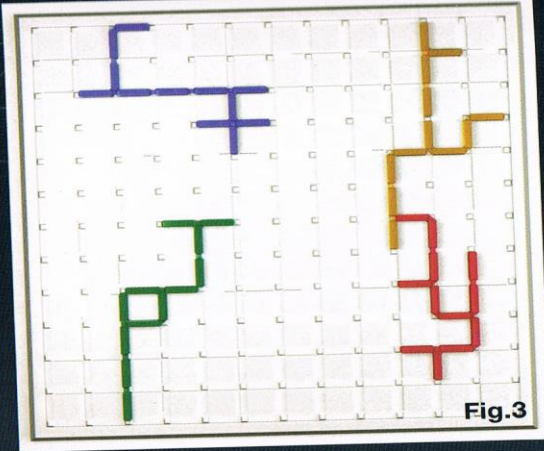


Fig.3

The game ends when no player can place a piece any more. Every player then counts the number of segments on the pieces he was not able to place on the board, and the player who obtains the smallest total wins the game. If a player succeeds in placing all his 24 pieces, he gets a bonus of -10 points.

A game's ending is illustrated on Fig. 4 : **yellow** player wins (all his pieces placed : -10 points, against 18 remaining segments for **blue**, 26 for **red**, and 36 for **green**).

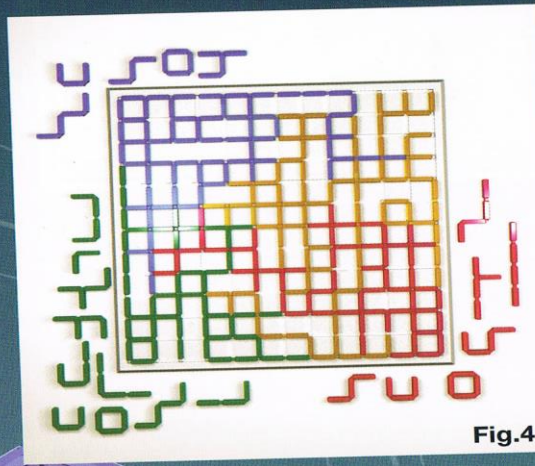


Fig.4

Precisions

On Fig. 5a, **green** player can play on the other side of the **blue** piece, starting from intersection « x » which he reached with a previous piece. The move shown on Fig. 5b is lawful.

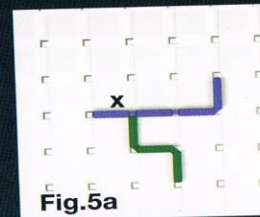


Fig.5a

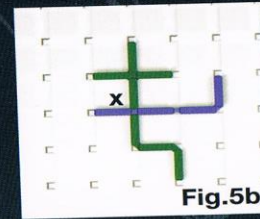


Fig.5b

On Fig. 6a, the two **blue** pieces leave a possible passage of intersection « x » : **red** player can thus cross it as shown for instance on Fig. 6b (lawful move).

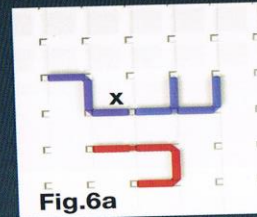


Fig.6a

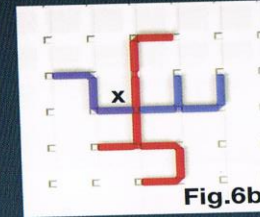


Fig.6b

Two players game

First player takes **blue** and **red** pieces, second takes **yellow** and **green**, and the playing order is still : **blue, yellow, red, green**. Rules are unchanged, and the players add their scores, with their possible bonuses, in their two colors at the end of the game.

Team game

The rules are the same, **blue** and **red** players being allied against **yellow** and **green**, the scores of the players in a team being added together and compared with the sum of the scores of the two colors of the other team.

Distributor information:
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NEXOS is a game of LUD Editions