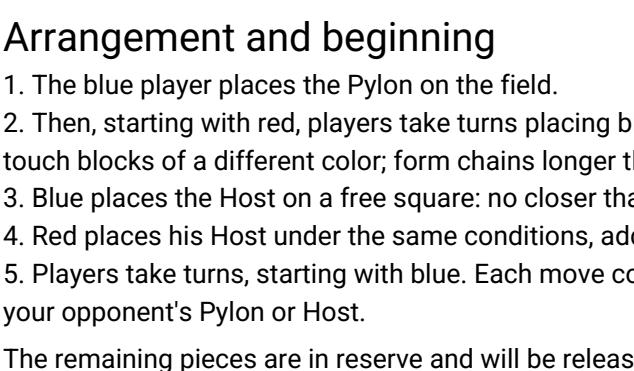


Vorcept

Blocks

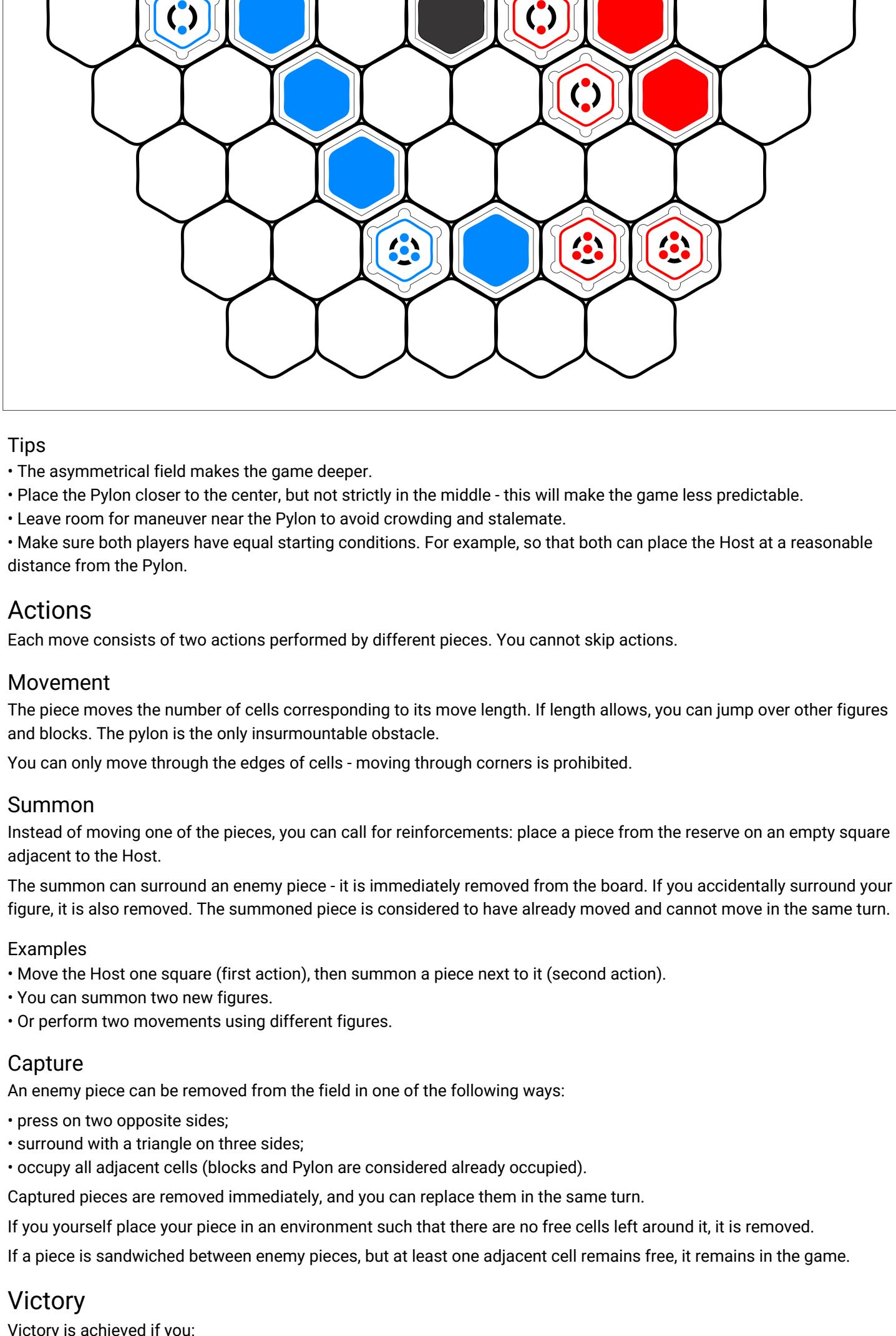
Players form a field of red and blue blocks. Place a black Pylon (the tallest block) on one of the squares. You can play without a Pylon, then the goal will be to capture the opponent's Host.



Arrangement and beginning

1. The blue player places the Pylon on the field.
2. Then, starting with red, players take turns placing blocks (flat pieces) of their color. Blocks cannot: touch the Pylon; touch blocks of a different color; form chains longer than three.
3. Blue places the Host on a free square: no closer than two squares to the Pylon; without touching the blocks.
4. Red places his Host under the same conditions, additionally: without touching the Blue Host.
5. Players take turns, starting with blue. Each move consists of two actions with different pieces. The goal is to surround your opponent's Pylon or Host.

The remaining pieces are in reserve and will be released later.



Tips

- The asymmetrical field makes the game deeper.
- Place the Pylon closer to the center, but not strictly in the middle - this will make the game less predictable.
- Leave room for maneuver near the Pylon to avoid crowding and stalemate.
- Make sure both players have equal starting conditions. For example, so that both can place the Host at a reasonable distance from the Pylon.

Actions

Each move consists of two actions performed by different pieces. You cannot skip actions.

Movement

The piece moves the number of cells corresponding to its move length. If length allows, you can jump over other figures and blocks. The pylon is the only insurmountable obstacle.

You can only move through the edges of cells - moving through corners is prohibited.

Summon

Instead of moving one of the pieces, you can call for reinforcements: place a piece from the reserve on an empty square adjacent to the Host.

The summon can surround an enemy piece - it is immediately removed from the board. If you accidentally surround your figure, it is also removed. The summoned piece is considered to have already moved and cannot move in the same turn.

Examples

- Move the Host one square (first action), then summon a piece next to it (second action).
- You can summon two new figures.
- Or perform two movements using different figures.

Capture

An enemy piece can be removed from the field in one of the following ways:

- press on two opposite sides;
- surround with a triangle on three sides;
- occupy all adjacent cells (blocks and Pylon are considered already occupied).

Captured pieces are removed immediately, and you can replace them in the same turn.

If you yourself place your piece in an environment such that there are no free cells left around it, it is removed.

If a piece is sandwiched between enemy pieces, but at least one adjacent cell remains free, it remains in the game.

Victory

Victory is achieved if you:

- surround or capture your opponent's Host;
- or surround the Pylon with a triangle (on three sides).

If a player has less than three pieces left, he can no longer surround the Pylon and is unlikely to be able to capture the Host. This is not considered an automatic defeat, but if it is obvious that victory is impossible, the player must admit defeat.

Alternative

If you want the game to focus less on Pylon, remove the rule about capturing it. Then the target is only the opponent's Host.

Shapes

Host



- Movement: one square.
- Feature: instead of moving, it can summon one figure to an adjacent cell. With two actions per turn - up to two pieces.
- Role: commander. If the Host is captured or surrounded, you lose.

Drone-1

Jumps 1–2 cells in a straight line. Basic mass figure.

Drone-2

Jumps up to 3 cells. Medium support figure.

Drone-3

Jumps up to 4 cells. Long-range support figure.