Boundary

By Antoine Richard

Using the newly discovered the Boundary Opener Particle (BOP), you have opened a wormhole to swap yourself, atom by atom, with your counterpart in another world. So has a distinguished colleague. First one to the other side gets to publish!

You Need

- 4 trees of pyramids, in different colors
- 4 **stone-bops**: 2 stones or markers in each of two different colors
- 6×6 Board, divided in the middle
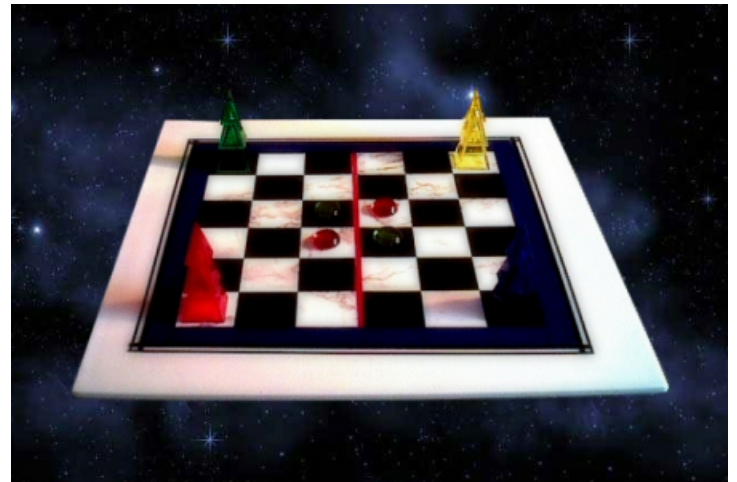
Setup

Place one tree in each corner space of the board. Place the stone-bops in the center four spaces, with like-color stone-bops diagonal to each other. Each player controls the pyramids and stones along one diagonal; for example, in the image to the right, one player controls the green stones, the green pyramids, and the blue pyramids, while the other player controls the red and yellow pyramids and stones.

Between the two players, a **continuum** of energy divides the gameboard into two **worlds**. The spaces on which your pyramids start are your **bases**.
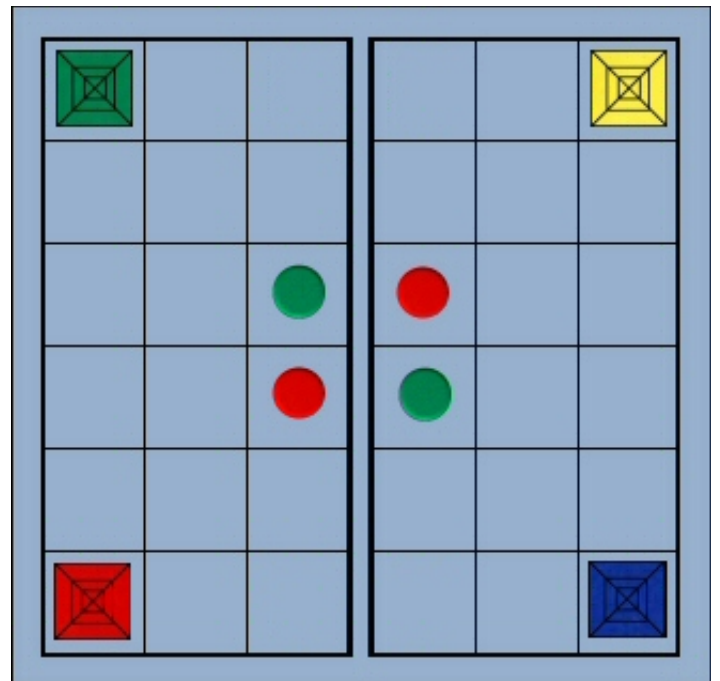
Play

On each turn, you may either:

1. **Move one of your pyramids.**

   Large pyramids may move up to 3 spaces, medium pyramids up to 2 spaces, and small pyramids only 1 space. The pyramid may not cross the continuum.

   Or

2. **Use the momentum of a stone-bop.**

   First, move one of your stone-bops may move any number of spaces, but not across the continuum. Second, move any of your pyramids from within the same world the exact same number of spaces. That may take the pyramid farther than it could move on its own.

   If you control at least 3 pyramids (of either color or any size) in that world, the pyramid may even cross the continuum. This is the only way for a piece to move to the other world.

Movement Rules

- Pieces (pyramids and stone-bops) move in straight lines, in any of the 8 directions.
- Pieces may not jump over or land on another piece, except that your pyramids may land on each other in your bases.
- Only the top pyramid of a stack may move.
- Your pieces may not land on an opponent's base.
- You *must* move a pyramid. If none of your pyramids can move, you lose.

Goal

Be the first to re-assemble your pyramid trees in the opposite bases.

For example, if you form a blue tree where your green tree started, and a green tree where your blue tree started, you win!