

## PLACING PIECES

Players place pieces on the game-board to grow their network. Player 1 is **orange**, player 2 is **purple**

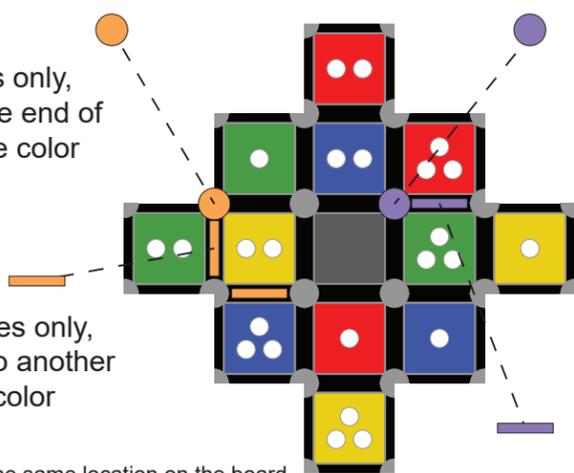


### NODES

Nodes go on corners only, must be placed at the end of a branch of the same color

### BRANCHES

Branches go on edges only, must be "adjacent" to another branch of the same color

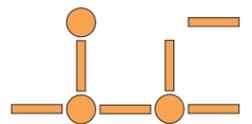


#### Notes:

- Maximum of one piece in the same location on the board
- Branches do not require a node on the end, but all nodes require a branch
- Once a piece has been played on the board it will remain there for the rest of the game
- Pieces may be played on the very edge or outer corners of the board
- "Adjacent" means at right angles or straight relative to another branch of same color

## BUILDING A NETWORK

The goal is to quickly build the biggest network of nodes and branches...

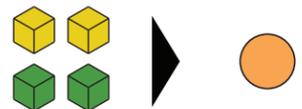


... but you have to pay resources to buy additional pieces for your network, resources are represented by the **red, yellow, blue, and green** cubes.

An additional **branch** costs **one red** and **one blue** cube



An additional **node** costs **two yellow** and **two green** cubes



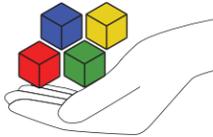
Each player gets two nodes and two branches for free to start the game, after placing them they must buy all additional pieces

#### Note:

Best start order is **Player 1** places first node+branch, **Player 2** then places both their node+branches, then **Player 1** places the final node+branch. **Player 2** is then first to get resources and have their regular turn, with **Player 1/Player 2** then alternating turns

## GETTING RESOURCES

A player gets resources at the start of every turn from every node they have on the board



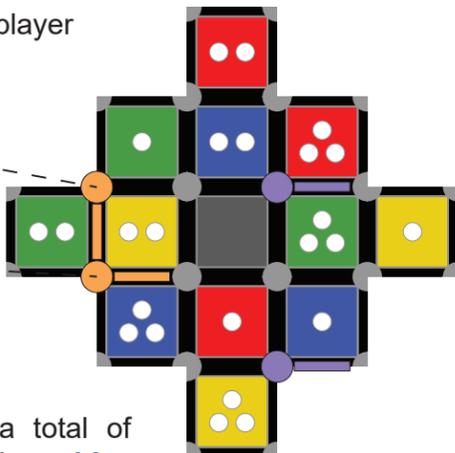
The amount of resources each node gives depends on the color and state of the surrounding squares

In this example, the **orange** player would collect:

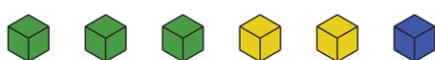
**Node A**  
two green  
one yellow



**Node B**  
one green  
one yellow  
one blue

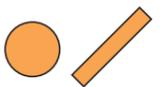


Giving the **orange** player a total of **three green, two yellow** and **one blue**



## BUYING AND TRADING

During a player's turn, they may buy and place as many pieces as they have the resources to afford...



... or they may choose to spend none or part of their resources, saving the rest for a future turn

A player may not have the right mix of resources to buy what they want, so there are two options for **trading**

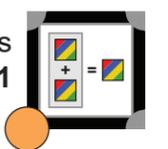
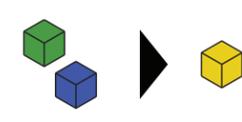
### STANDARD TRADE (3:1)

Only **once per turn**, a player may trade **any 3** for **1** resource cubes



### TRADING POST (2:1) [Ignore for simplified first game]

A node on the **trading post** gives that player a trade of **any 2** for **1** (once per turn, per node on it)



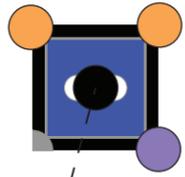
#### Notes:

Players using 2:1 trading post trades may also use a standard 3:1 trade on the same turn  
Players may trade at anytime during their turn, building a node on the corner of the trading post during your turn gives immediate access to that 2:1 trade on the same turn

## EXHAUSTED SQUARES

The board evolves as each player's network grows, as the game board squares can become **exhausted** or **captured**

The white dots represent the maximum amount of nodes that can collect resources from that square



Once more nodes are on a square than its limit, the square becomes **exhausted** and stops paying resources to all the nodes on it

Mark exhausted squares with a **black node** in the center to clearly identify that they no longer pay resources



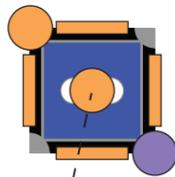
The grey vacant square also does not pay any resources throughout the game

Notes:

Every node on a square's corners counts towards it's limit, regardless of color  
Nodes still collect resources from any surrounding squares that are still active  
Placing a node on a corner may exhaust multiple surrounding squares simultaneously

## CAPTURED SQUARES

A **captured square** stops paying resources to other color nodes and also removes any maximum node limit of the square



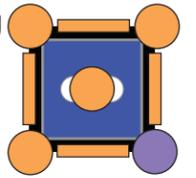
A player captures a square by surrounding all four sides with the same color branches

e.g. in this example **orange** would collect **one blue**, while **purple** would collect nothing

Mark captured squares immediately by placing a node of the same color in the center of the square

Squares previously exhausted will also start paying resources again, as the max node limit is removed

e.g. in this example **orange** would collect **three blue**, while **purple** would still collect nothing



Notes:

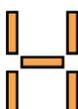
The node markers put in the center of the square are free and don't collect resources  
A player may capture multiple squares with a larger perimeter if no opponent pieces are within the perimeter, once captured no opponent may build through this perimeter

## WINNING THE GAME

The **first to 10 points** wins the game

 **+1 point** Each node on a corner

 **+1 point** Each captured square

 **+2 points** If outright holding the largest network of adjacent branches

Easiest way to calculate a player's points e.g. **orange** is to **count all orange node markers on the board**, doesn't matter if on a corner or center of square, as each are worth +1 point

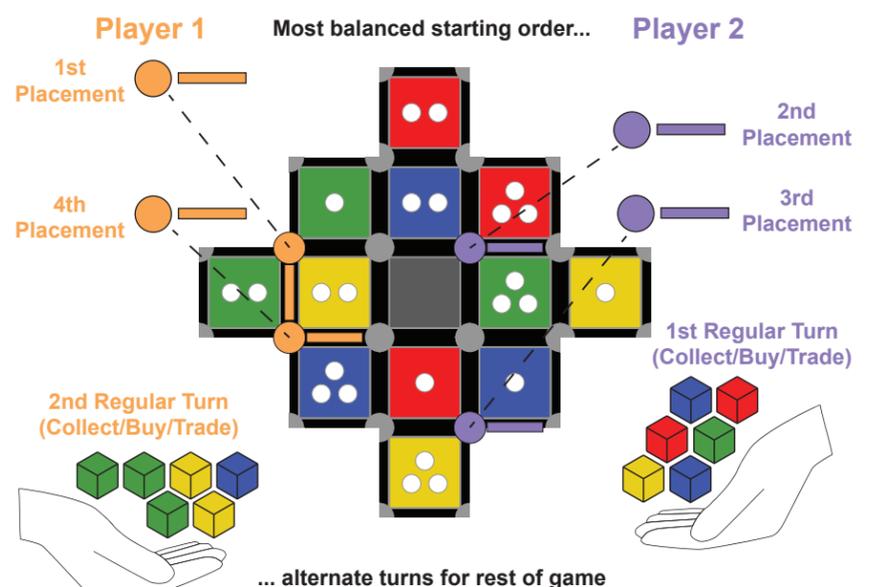
Then count how many adjacent branches in their largest network, if more than their opponent add **+2 additional points** to score

Notes:

Nodes must be on the game board to score points, unplaced nodes do not score points  
Trading post or vacant square may each be captured, and are worth a point each  
A player's branch network may be split in two areas of the game board. If so, only the largest section of branches counts, not all the player's branches on the game board  
The longest network of branches must be held outright to score points, if both players are tied, no player holds the 2 point advantage.

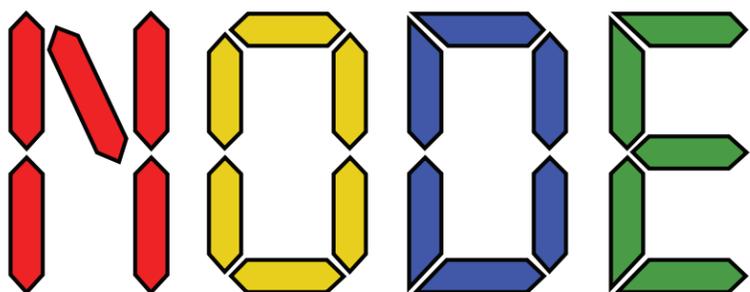
## TURN ORDER

Each player places two sets of node+branches anywhere on the board to start the game. All future pieces added to the network must connect back to either of these starting points via branches



Note:

A player collects their resources, trades, buys/places pieces, and marks any exhausted or captured squares before the opposing player is able to collect for their next turn



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