

ANTAGONISM

© design & art: Stéphane Perriard
proofreader of v.01 : Simon Ayres

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v.08

Enter the futuristic universe of Antagonism through 4 distinct scenarios where only the finest strategists will survive. In competitive or semi-cooperative mode, dominate or destroy your opponents! The game is portable and magnetic, easy, fast and different every time.

SET-UP: Choose one of the 4 game boards; choose your group of pawns with the same symbol and place them on the corresponding colours.

IMPORTANT:

- The BLACK pawn is The Leader. If you lose it you are eliminated!
- Every single pawn has a strike force Level 1 (L1). You can increase your strike force level to Level 2 (L2) and Level 3 (L3) by stacking up to 3 of your pawns of the same colour. The reverse action is also valid!
- You can increase or decrease the Level by moving one pawn at a time! →
- The BLACK pawn is the only one to always have a strike force Level 3 (L3) but his defence remains at L1 (it can be eliminated by any other opponent pawn).

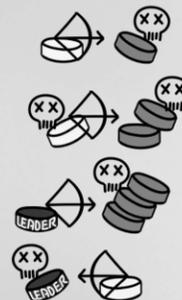
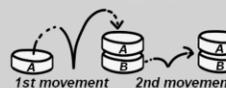
MOVEMENTS:

- At every turn you can move up to 4 different pawns + the Leader (BLACK pawn). The Leader is always the last to move!
- Stack/un-stack action is included in the movement of a pawn.
Example: your L1 pawn (A) stack with another L1 pawn of the same colour (B). If the pawn on the bottom (B) is not already moved, you can also move your new L2 pawn further.
- The GREEN, BLUE and BLACK pawns can move up to 2 spaces in any direction; the RED pawns can move up to 3 spaces in any direction.
- Pawns must always move in a straight line!
- L2 and L3 Pawns : The pawn which is in contact with the board determines the range of movement (the bottom pawn act as a carrier). Each L1 pawn on the top of the stack can un-stack and follow its own full movement.
- The BLUE pawns are the only type that can use the WARP ZONES and move without penalty through the ELECTROMAGNETIC CLOUD in the VERTIGO scenario.
- The WARP ZONES allow the BLUE pawns to teleport to another location. As soon as a BLUE pawn is placed on a WARP ZONE, it must immediately be transferred to another WARP ZONE (even if its full movement allowance has already been used). If you choose to move to a WARP ZONE that is already occupied, the pawns found there are all vaporised!

ATTACK AND SUICIDE-ATTACK:

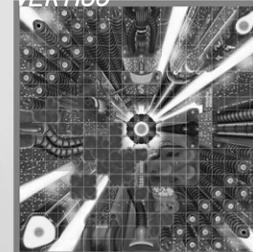
To attack an opponent pawn you must move your pawn onto a square occupied by the antagonist:

- By attacking an opponent pawn with an equal or inferior Level your defeat him!
- By attacking an opponent pawn with a superior Level, you execute a suicide-attack; your pawn(s) is(are) sacrificed and the same number of antagonist pawns are eliminated.
- The BLACK pawn is the only one to always have a strike force L3, but his defence remains at level L1 and he can be attacked and eliminated by any other opponent pawn!



SCENARIOS:

VERTIGO



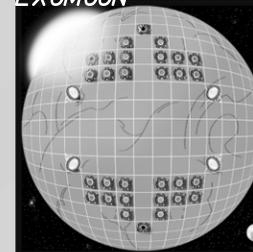
Victory conditions:

2 PLAYERS
Hold the 3 orange bases for 2 turns or eliminate the enemy Leader.

Electromagnetic cloud:

Only the BLUE pawn can cross the cloud without penalty. The other pawns can only move one space in the cloud!

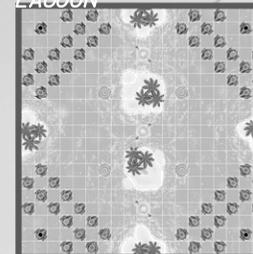
EXOMOON



Victory conditions:

2 PLAYERS
Eliminate the enemy Leader.

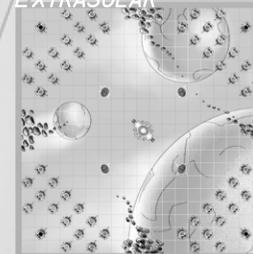
LAGOON



Victory conditions:

2 and 4 PLAYERS (and 2 vs 2)
Hold the 3 bases between the islands for 2 turns or eliminate the enemy Leader(s).

EXTRASOLAR



Victory conditions:

2 and 4 PLAYERS (and 2 vs 2)
Hold the central base for 3 turns or eliminate the enemy Leader(s).

SPECIAL 3 PLAYERS (King of the Hill)

One player starts in the centre between the Warp Zones and places his pawns freely. That player must defend the base for 5 turns by preventing any enemy pawn from entering the base at all costs. If he successfully defends for 5 turns, he wins. One of the attackers must enter the base to win. Losing the Leader is not eliminatory in this game! The defender can skip turns! Turn markers are available on the edge of the board. The attackers begin the game.