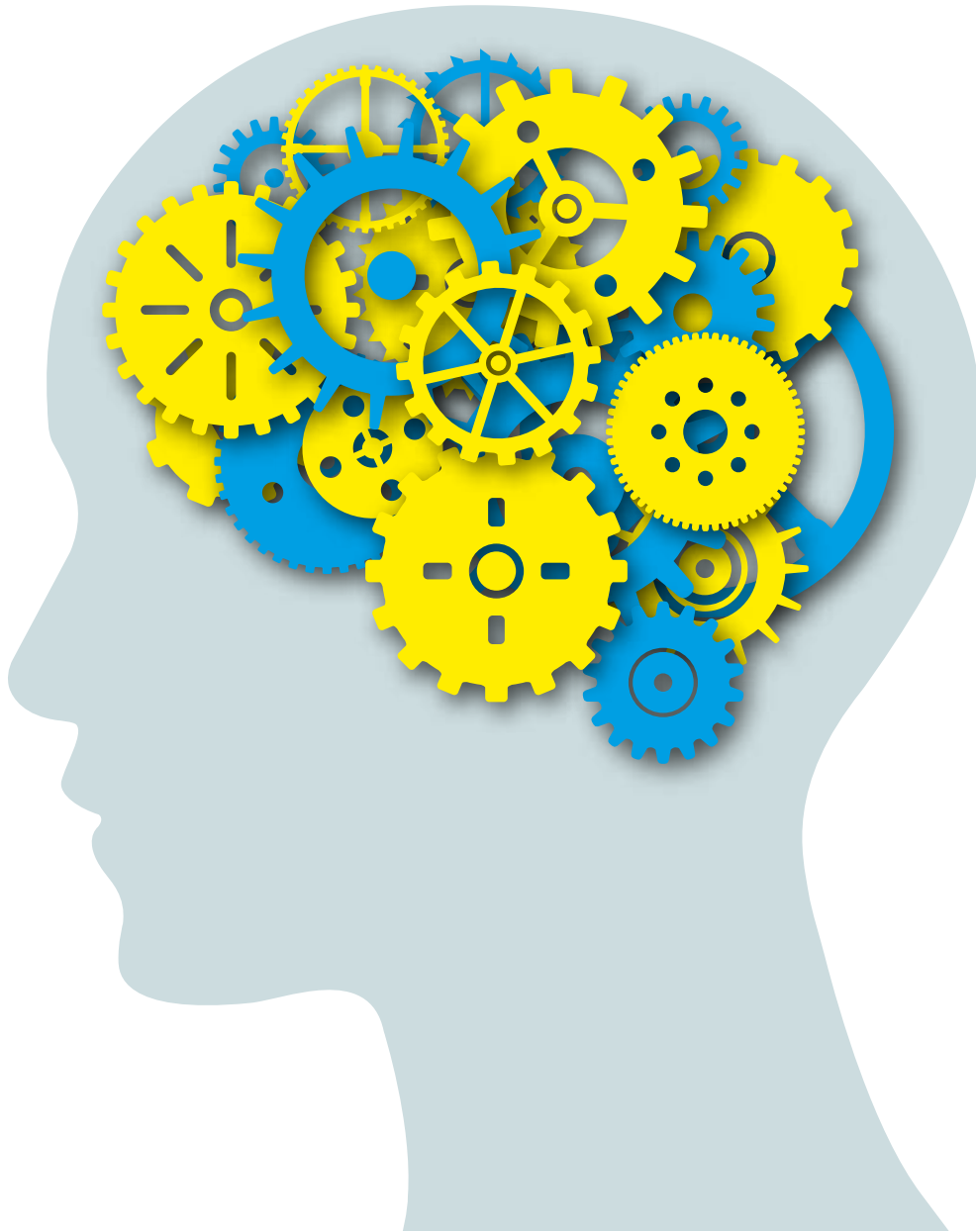


a game by PIETRO GORINI

LEX IN LEMNISCATE™

DECRYPT THE ENDLESS SEQUENCE



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A game by PIETRO GORINI

For 2 players aged 14+,
play time 10+ minutes.

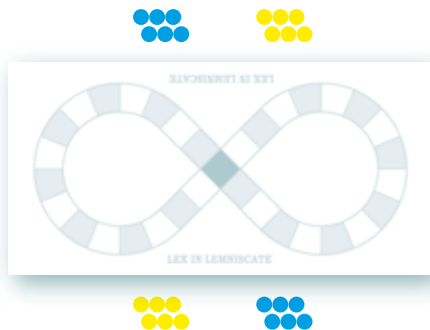
LEX IN LEMNISCATE™

Since the dawn of civilization, man has always had a fear of and fascination with the infinite and the unknown, and attempted, through mathematics and philosophy, to decipher the mysteries of the world around him. Now, playing Lex in Lemniscate, two players can challenge each other to find logical and complete sequences within a game environment with endless possibilities.

GOAL

Find a sequence of 8 tokens with the distance between them always obeying the same laws. Like a snake of 8 tokens all connected. (see now es. 2.1)

MATERIALS & SETUP



- 1 Board
- 12 Blue Tokens
- 12 Yellow Tokens
- Rulebook.
- Place the **board** on the table.
- Each player takes 6 **blue** and 6 **yellow tokens**.
- Select the **first player** randomly.

THE GAME

Players take turns placing one token in a space anywhere on the board. Observing the following rules:

- You may place either a blue or yellow token provided you still have it in your supply.
- You may only place a token in an unoccupied space.

After you have placed your token, if you can spot a valid sequence on the board, you may declare victory. If you are unable to find a valid sequence, play **passes to your opponent**.

TIPS

We suggest to play 2 games, alternating the first player, and assigning points as described in **POINTS FOR COMPETITIONS AND TOURNAMENTS**. Whoever has the highest total score is the winner of the match.

VARIANTS

BEGINNER

Play as the standard rules but find a valid **sequence of 5 tokens** instead of 8.

MASTER

For 3 to 8 (or more) Players

One player is chosen to be the first Master, who **takes 10 blue tokens and 10 yellow tokens**. The Master places one token at a time, pausing between one placement and the other, to allow the players to observe the board. The first player who finds a valid sequence of 8 tokens announces it and checks it. If the sequence is valid, that player gets 1 point for every token not yet played by the Master and becomes the Master for the next turn. If the Master makes a valid sequence without the other players noticing it, he/she gets 1 point for every token not played and remains to be the master for the next round. The winner is the first player to **gets a total score of at least 18**.

VETO

For 3 to 6 Players

Each player takes an amount of tokens equal to: **3 players:** 4 blue and 4 yellow tokens; **4 players:** 3 blue and 3 yellow tokens; **5 players:** 2 blue and 2 yellow tokens; **6 players:** 2 blue and 2 wellow tokens. When the current player places a token, any other player may exercise a veto if the newly played token is the 7th of a possible valid sequence of 8. If the veto is not correct, the turn continues regularly. If the veto is correct, the current player must move the token from that place and try in another place. **A maximum of 3 consecutive vetoes** are permitted in a single turn, after which the current player may play freely. The player who declares a valid sequence of 8 tokens is the winner.

POINTS FOR COMPETITIONS AND TOURNAMENTS

The winning player earns points equal to the number of his/her unplayed tokens.
The losing player loses points equal to the number of his/her unplayed tokens.



CREDITS

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Graphic Designer: **Luca Di Simone**
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