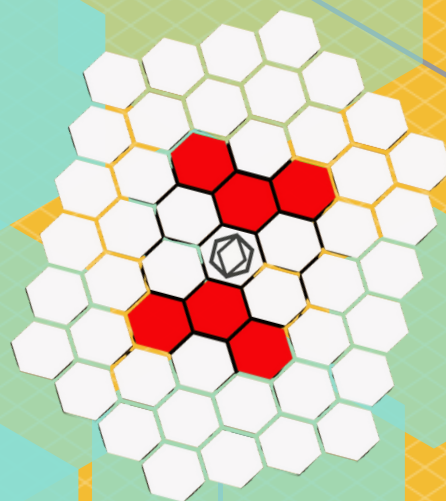
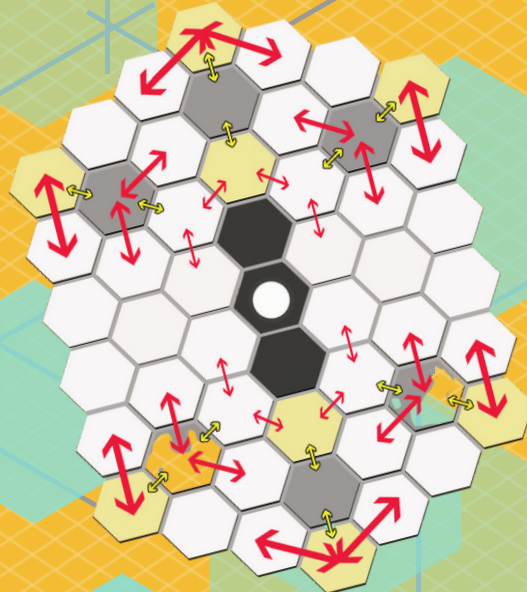


Romgon

Κανόνες παιχνιδιού

*Are you a strategic
mastermind?*



ΕΚΚΙΝΗΣΗ

Κάθε παίκτης παίζει μόνο ένα σχήμα ανα φορά.
Ο παίκτης με τα μαύρα σχήματα ξεκινάει πρώτος.
Τα σχήματα έχουν καθορισμένες αρχικές θέσεις.

καθορισμένες αρχικές θέσεις.



ΚΙΝΗΣΗ ΚΑΙ ΕΠΙΘΕΣΗ

Ο Ρόμβος δεν μπορεί να επιτεθεί στον αντίπαλο Ρόμβο.
Μόνο ο Ρομβος μπορεί να υπερπηδήσει τα άλλα σχήματα.
Όλα τα σχήματα εκτός του κύκλου κινούνται και επιτίθενται ταυτόχρονα στις θέσεις των επιθέσεων τους.
Η επιτυχημένη επίθεση αφαιρεί το σχήμα του αντιπάλου από το παιχνίδι.

ΠΕΡΙΣΤΡΟΦΗ

Τα σχήματα που περιστρέφονται είναι το ΤΡΙΓΩΝΟ και το ΕΞΑΓΩΝΟ.
Τα σχήματα που περιστρέφονται κινούνται και περιστρέφονται 60 μοίρες δεξιά ή αριστερά.
Τα σχήματα που περιστρέφονται μπορούν με επιλογή του παίκτη και να μην περιστραφούν.



ΝΙΚΗ

Εαν φτάσει ο Ρόμβος του παίκτη στην αρχική θέση του αντιπάλου ρόμβου ο παίκτης κερδίζει το παιχνίδι.
Εάν οποιοδήποτε σχήμα του παίκτη κάνει επίθεση στον ρόμβο κι αυτός δεν μπορεί να κινηθεί σε ελεύθερη θέση, ο παίκτης κερδίζει το παιχνίδι.



Romgon



ΚΑΝΟΝΑΣ ΠΕΡΙΣΤΡΟΦΗΣ

Τα σχήματα περιστρέφονται
60° μοίρες δεξιά ή αριστερά
σε μια κίνηση.

Πριν την
περιστροφή



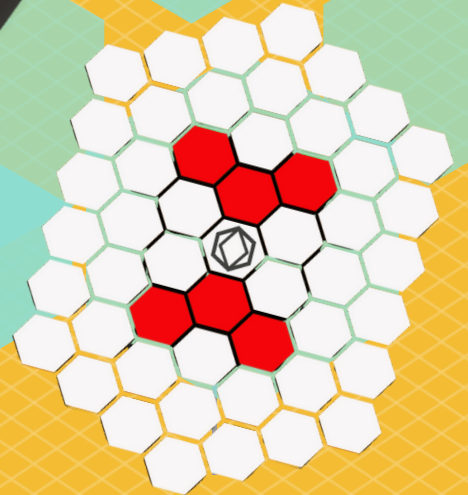
Μετα την περιστροφή
προς τα αριστερά



Romgon

*Are you a strategic
mastermind?*

Game Rules



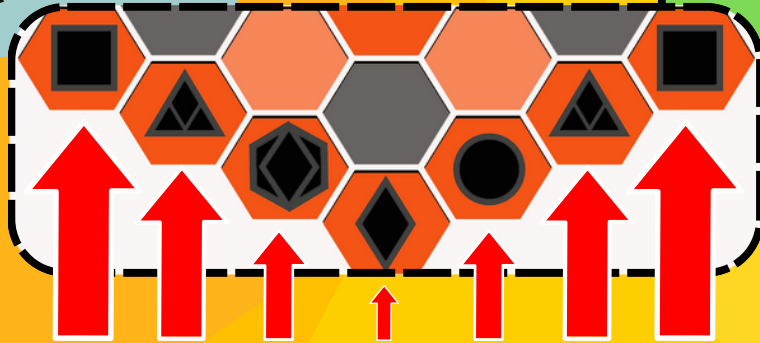


1ST

THE PLAYER WITH THE BLACK SHAPES STARTS FIRST.

EACH PLAYER PLAYS ONLY ONE SHAPE AT A TIME

Defined starting positions from left to right are (SQUARE, TRIANGLE, HEXAGON, RHOMBUS, CIRCLE, TRIANGLE, SQUARE)



Defined Starting Positions

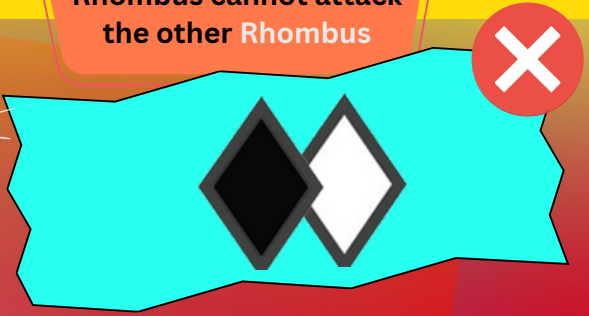
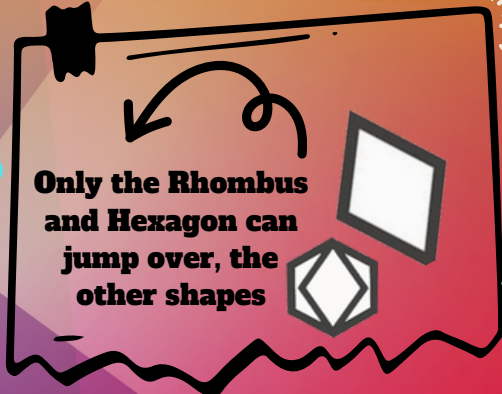
The starting position of Rhombus is the base of the player



MOVING AND ATTACKING

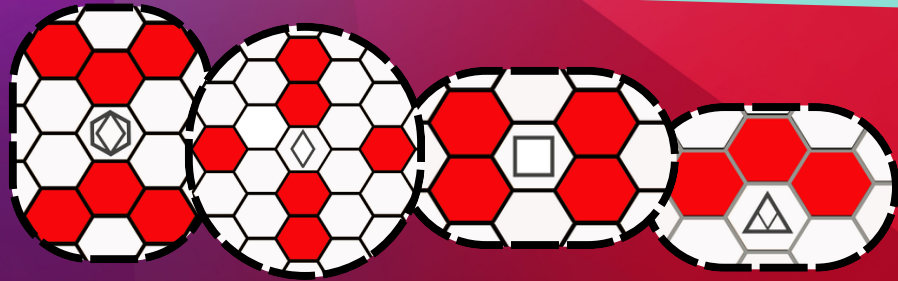
Rhombus cannot attack the other Rhombus

SUCCESSFUL ATTACK
"CAPTURES" THE OPPONENT'S SHAPE AND REMOVES IT FROM THE GAME PERMANENTLY.



move or attack have the same pattern positions
SHAPE PATTERN POSITIONS

Rhombus is not allowed to move on the attacking position of the opponent



ENTRAPPEMENT

When both **Hexagons** or **Circles** are captured, and both players have the exact same shapes in the game, the condition "entrapment" activates,

This means that the player now has the option in his turn, to (place, put on a shape of the opponent) his **captured hexagon** or **Circle** on all the shapes except the **Rhombus**, and capture that shape if the opponent in his next turn does not move it, if he does, the player's captured Hexagon or **Circle** returns to the capture condition (**out of the board**),

If the opponent in his turn does not move his *entrapped shape*, and chooses to move or attack or Entrap with a different shape, the player *has the option to capture the entrapped shape or continue to move or attack* with a different shape,

Player's *hexagon or Circle* **returns** to the capture condition only if he chooses to capture.

The entrapment of a shape with **Hexagon** or **Circle** is optional and can last *as many turns the player desires*, this means that he can hold the entrapped shape and move a different shape in his turn *as long as he likes* and continue to move or attack with a different shape until in his next turn **chooses to capture** the entrapped shape.

Entrapped shapes *can't rotate*, if a shape is entrapped it can move or attack, but cannot rotate when it moves.
You can Entrap only one shape



captured Circle
(out of the board)



captured Hexagon
(out of the board)

Entrapped shapes can't rotate



Entrapped Square

captured Hexagon
(out of the board)

You can hold the entrapped shape and move a different shape in your turn as long as you like

Captured hexagon or Circle can Entrap all the shapes except Rhombus

You can Entrap only one shape per activation

SWAP ZONES DIAGONALLY



When the Rhombus enters the "Dead Zone" on the board, the condition "**Diagonal Move**" activates, now he can move **but not attack** also diagonally and swap zones between the **Inner Perimeter zone (IP)** and the **Dead Zone** diagonally one hexagonal position per turn.



THE ACTIVATION OF THE DIAGONAL MOVE DOES NOT AFFECT THE RHOMBUS MOVE/ATTACK PATTERN POSITION



WIN!



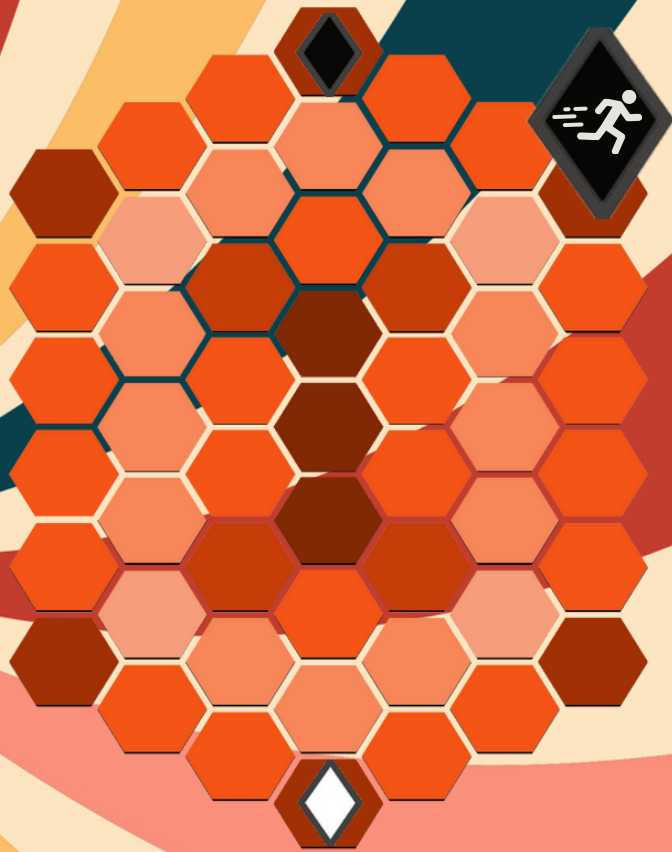
If the player's **Rhombus** reaches the starting position of the opponent's Rhombus, the condition "**Rhombus Escape**" activates and the player wins the game.

THERE ARE 3 WAYS TO WIN

1. **DEADLOCK**
2. **RHOMBUS ESCAPE**
3. **REPEATING MOVES**

IF ANY OF THE PLAYER'S SHAPES **ATTACK** THE OPPONENT'S RHOMBUS AND CANNOT MOVE TO A FREE POSITION, THE CONDITION "**DEADLOCK**" ACTIVATES AND THE PLAYER WINS THE GAME.

black wins here



white wins here



IF A PLAYER DO **MORE THAN 3** REPEATED MOVES, WITH THE SAME SHAPE, THE OPPONENT WINS THE GAME.



The black Rhombus, is on **DeadLock**, he is attacked by the two white squares, he cannot move diagonal because the white square and the white hexagon block his way, he cannot move to his moving positions, because he is not allowed to move to the attacking positions of the white square, the white hexagon, and the white circle



DeadLock

Romgon

THE CIRCLE SHAPE

The **Circles** are very strong shapes because they **move** and **attack** all the shapes in **all the hexes** of each Perimeter zone and can **change zones** with **one move**, they cannot jump other shapes.

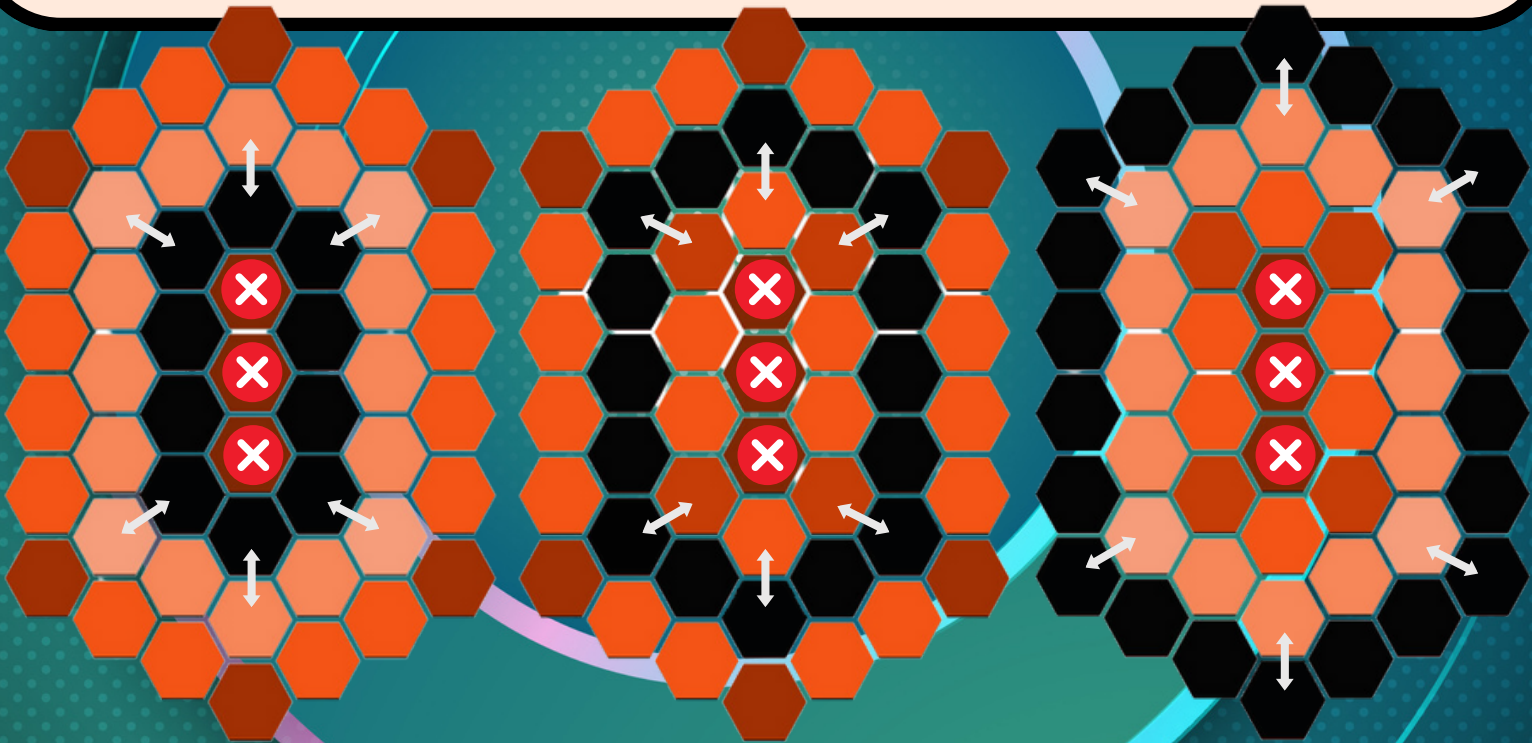


Perimeter zones

INNER PERIMETER (IP)

MIDDLE PERIMETER (MP)

OUTER PERIMETER (OP)



↔
 THE WHITE ARROWS SHOWS THE HEXES FROM WHERE THE CIRCLE CHANGES ZONES, HE CHANGES ONE MOVE PER ZONE

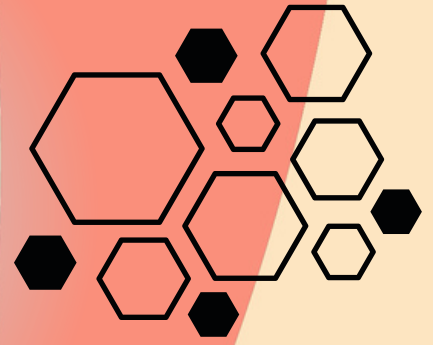
○ ⊘ □
 IF ANY SHAPE OF THE PLAYER IS IN A PERIMETER IT BLOCKS THE MOVEMENT AND ATTACK OF THE CIRCLE, AND IT CANNOT ATTACK THE OPPONENT'S SHAPES
 ○ ⊘ ◈

He cannot move or attack the dead zone, the **three hexes** in the middle of the board

The black hexes show where the Circle moves or attacks



THE RHOMBUS SHAPE



The Rhombus Shape is the most important in the game if attacked and has nowhere to move its *game over*

Abilities

Rhombus Escape

Can escape to the opponent's base

Base Defence

Can defend the Base not letting the opponent's Rhombus to escape

Diagonal Move

when reaching the Dead Zone can move diagonally between the Inner and the Dead zone of the Hexagonal Board

Jump Over

Can jump over other shapes

Swap 2 Zones

When using the Diagonal move, can swap between the Inner and the Dead Zone

Rules

Must Escape to the opponent's base to win the game

His starting position is in the hexagonal position of the player's base

Must carefully avoid Dead Lock

Move & attacks in his move/attack pattern

Restrictions

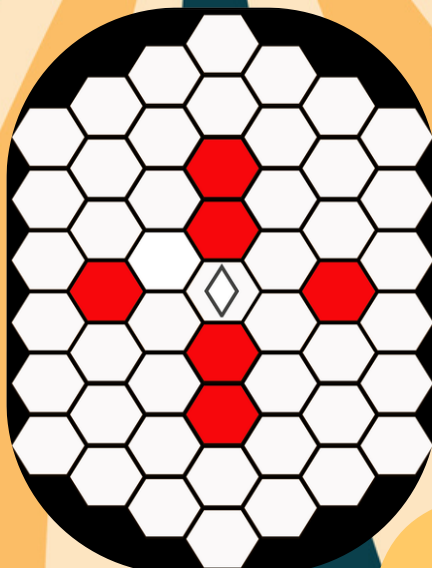
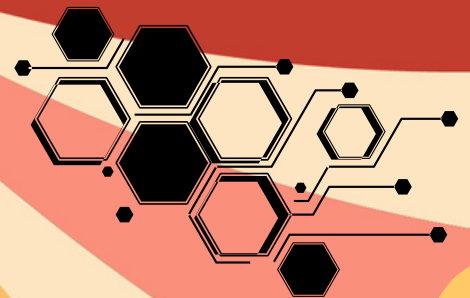
No attack on Rhombus

Cannot attack the other Rhombus

No move to attacking positions

Is not allowed to move to the attacking positions of the opponent's shapes

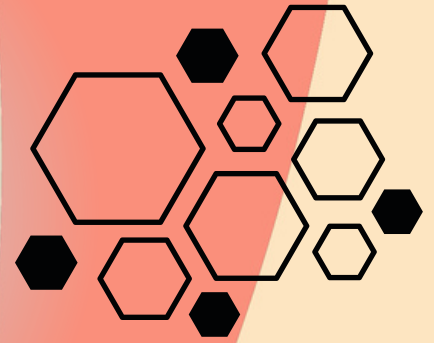
Cannot rotate



move/attack pattern



THE HEXAGON SHAPE



The Hexagon Shape can attack and defend the other shapes it can also Entrap and Rotate

Abilities

Rotation

Can Rotate 60° left or right and change his move/attack direction

Entrapment

When both Hexagons of the players are captured and removed from the game, if both players have the same shapes in the game, can entrap the other shapes

Jump Over

Can jump over other shapes

Rules

Has the option to rotate 60° left or right

Has the option to Entrap a shape

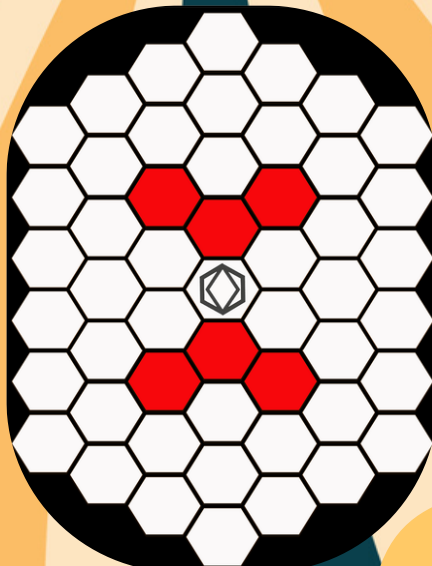
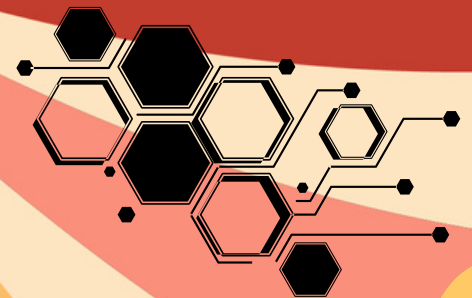
Move & attacks in his move/attack pattern

Can DeadLock Rhombus

Restrictions

Cannot Defend the Base from Rhombus

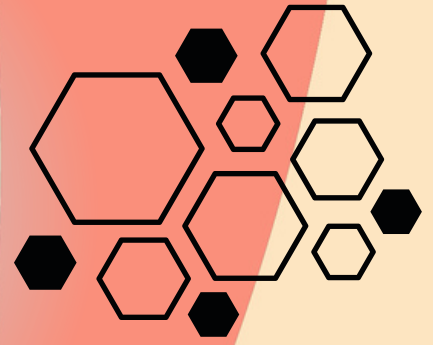
Cannot escape the base



move/attack pattern



THE SQUARE SHAPE



The Square Shape is a great defender

Abilities

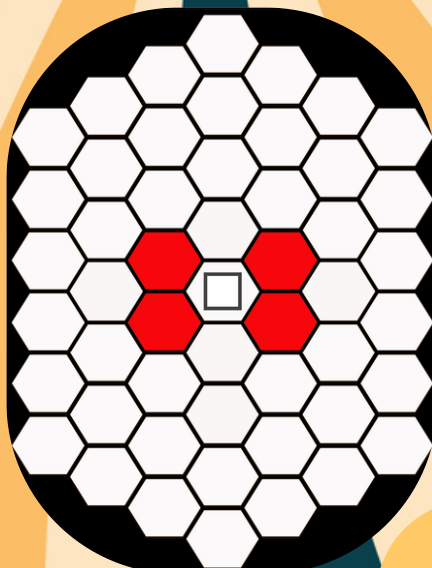
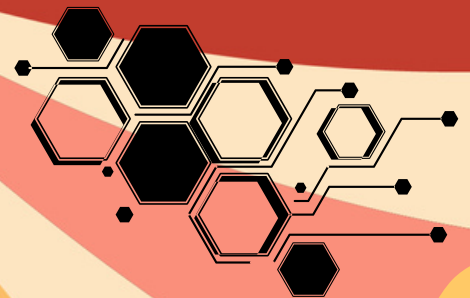
No Abilities

Rules

Move & attacks
in his
move/attack
pattern

Restrictions

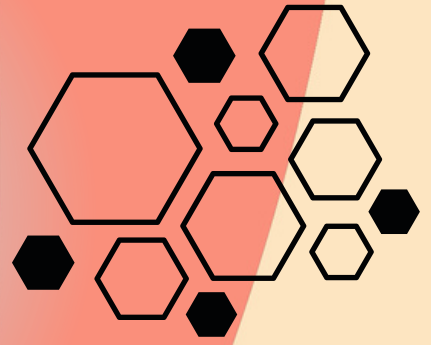
Cannot Defend
the Base from Rhombus
Cannot escape
the base
Cannot rotate
Cannot Jump Over
Cannot Entrap



move/attack pattern



THE TRIANGLE SHAPE



The Square Shape is a great attacker

Abilities

Rotation

Can Rotate 60° left or right and change his move/attack direction

Rules

Has the option to rotate 60° left or right

Move & attacks in his move/attack pattern

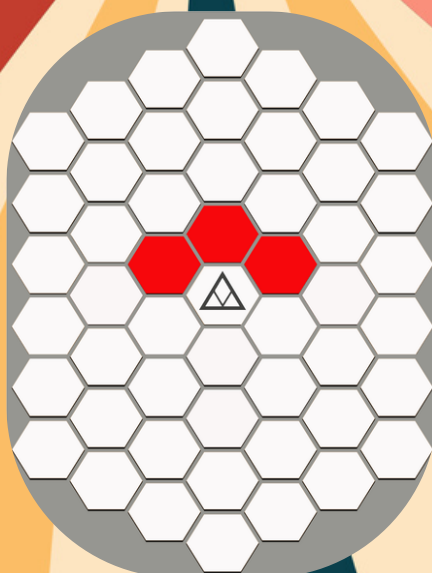
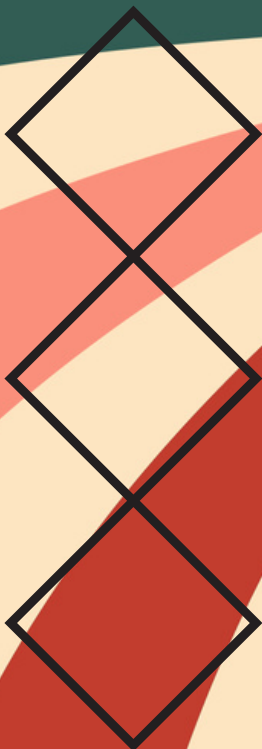
Restrictions

Cannot Defend the Base from Rhombus

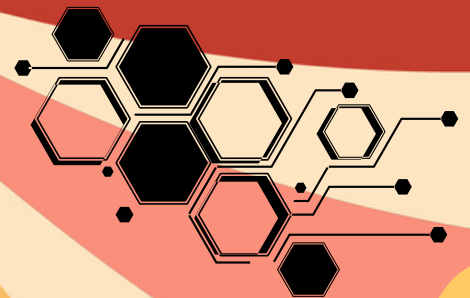
Cannot escape the base

Cannot Jump Over

Cannot Entrap



move/attack pattern



Glossary

1. Move position
2. Attack a shape
3. Capture a shape
4. Shape Pattern Positions
5. Hexagonal Position
6. Escape of Rhombus
7. Deadlock
8. Rotation
9. Entrapment
10. Dead Zone
11. Outer Zone
12. Middle Zone
13. Inner Zone
14. Circle's Change Zone
15. Defined Starting Possitions
16. Player's Base
17. Diagonal Moving of Rhombus
18. Perimetrical Zones
19. Jumping over other shapes
20. Activation contition
21. Simultaneous move/attack
22. Protected Shape
22. Vertical move
23. Vertical Attack
24. Diagonal Move
25. Diagonal Attack
26. Opened Base
27. Closed Base
28. Next Turn
29. Entrapped shape
30. Repeating moves
31. Lock in
32. Win
33. No draw
35. Swap zones
36. Hexagonal Board
37. Shape



The Board

The Board has
51
hexagonal
positions



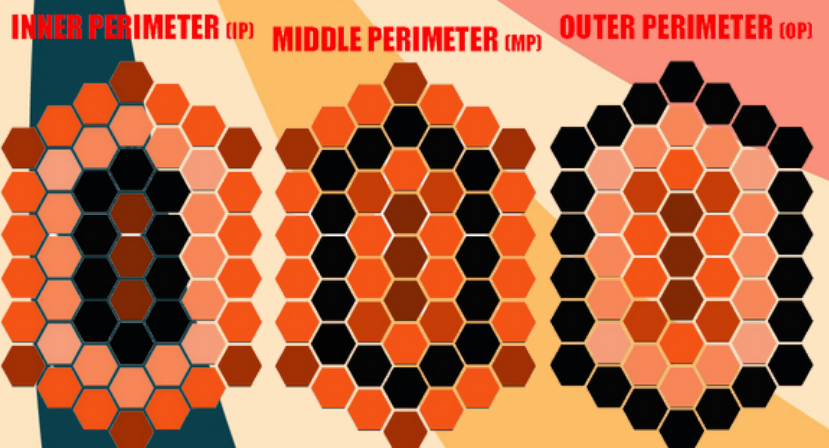
Starting Positions

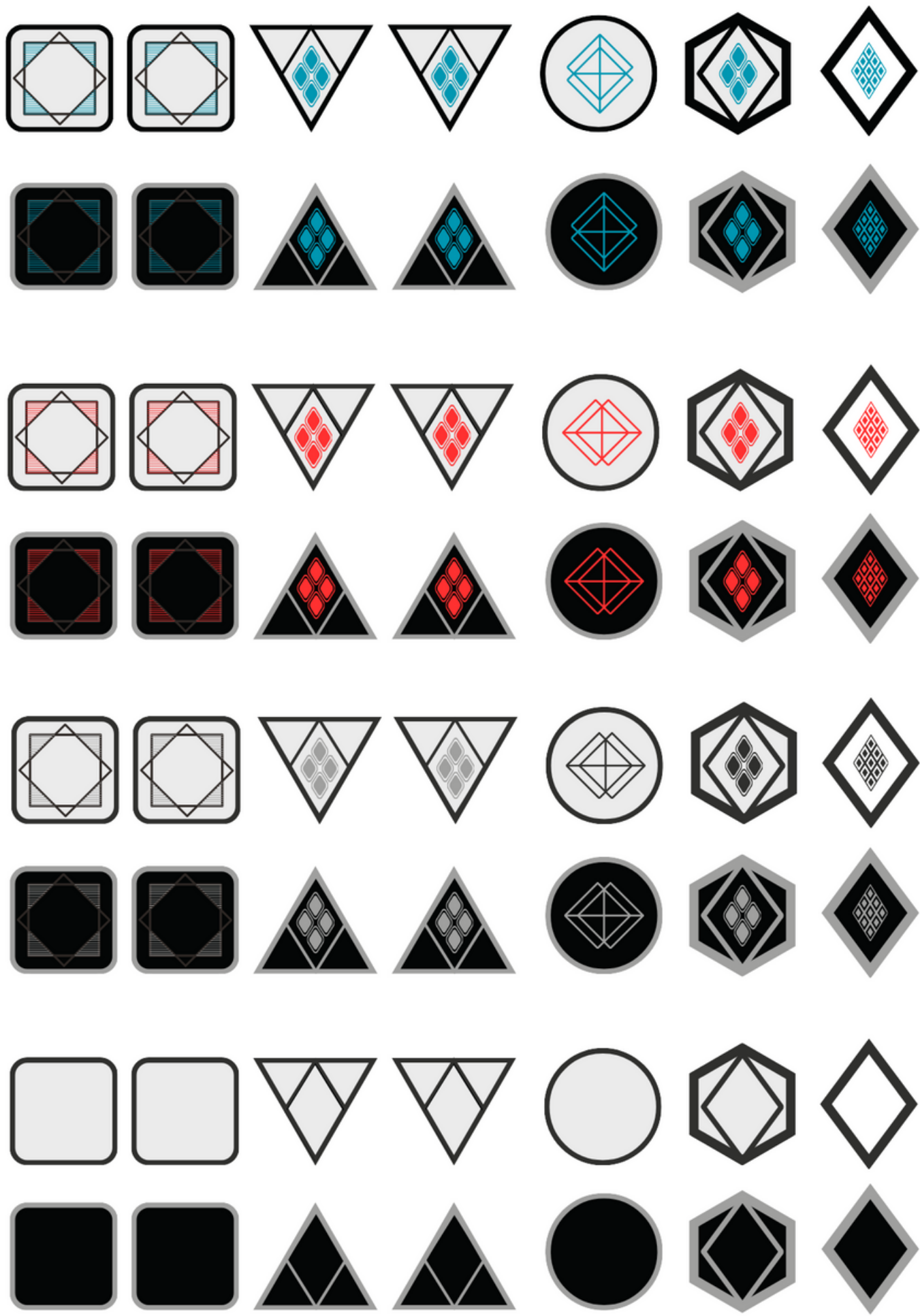
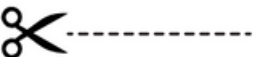
The Board is where
the game is played

Numbered Positions



Perimeter zones of the Circle





Print & Play **Romgon**

