



EDGE.LINE

Flip over the board pieces for even more gaming fun.
A blast for up to 6 players.



With 100 tiles you will build a map of edges, lines and dots with each player trying to claim the most points. The App or score sheet will keep track of your score.

RULES AND OBJECTIVES:

Rift start

- You start the game with the Rift (the pieces with the red crack)
- You start and end the rift with the dot pieces. Start by placing one of the dot end pieces.
- Then make a random stack with the other dot end piece as the last piece.
- Players then pick in turn from the stack.
- Once the rift is finished the rest of the game begins

Triangle Start

- Alternatively you can start the game with the triangle and 3 straight lines. The Rift pieces are mixed into the normal piece piles in this mode and also players have to play Rift pieces on the Rift.

Rest of the Game

- All the piece are shuffled and then stacked in even piles next to each other.
- Pieces are then drawn in the same order one at a time.

Scoring

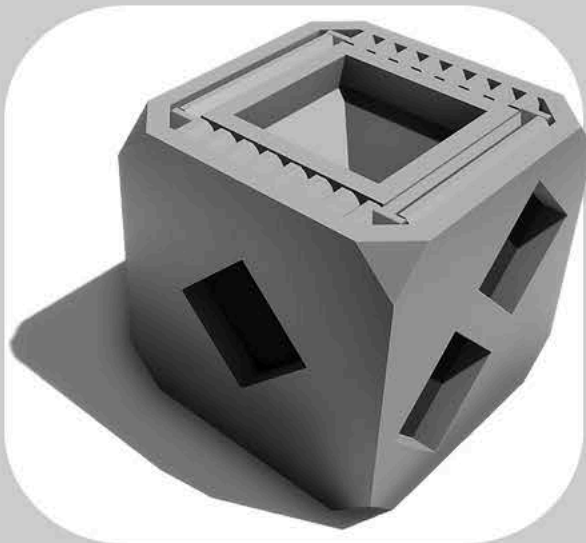
- Each **Line** gives 1 point per Tile and 2 for each **Tile** with a Square.
- Completing a **Line** in game gives 2 points.
- Each **Edge** gives 2 points per Tile and 4 for each **Edge** with a Square.
- Completing an Edge in game gives 4 points
- Completing an **Edge** with a **Tower** before the end of the game gives 10 points for the tile with the Tower. Otherwise you get 6 points for an Edge with Tower at the end of the game.
- Each Dot gives 1 point for each tile surrounding the Dot plus 1 for the Dot tile. Each tile with a Square around the Dot gives 2 points.
- Completing a Dot in game gives 3 points.

WIN CONDITION:

- Once all pieces have been played the game is over
- The player with the highest score wins.

PIECE RULES

DS SQUARE DIE 1



- Special pieces have squares and require the use of the square die to win conflicts.
- The more squares connected give more rolls to win.
- Example : 1 square vs 2. The 1 gets one roll while the 2 gets two. Lowest number wins.
- A square rolled by the defender kills the attacker.
- A square rolled by the attacker kills the attacker.

C CLUSTER 9



- 9 Clusters per color.
- 6 players max with 100 board pieces
- Use a **Cluster** to claim an edge, line or dot.
- If you complete something or are killed trying to claim or defend something you will get your cluster back.

T TOWER 1



- In 8 different colors.
- **Towers** are used to make claiming multiple edges safer. The other players cannot join or steal your edges unless they are joining with their own **Tower**.
- One cluster has to be placed on the tower and you will get it back if you complete the edges in game.

SCORE CARD RULES:

- 1 Cluster is used to keep score which reduces the playable Clusters to 8.
- Landing on a square occupied by another player knocks the other player back 1 point.
- Landing on a red square(or black if printed Black & White)with an exact score gains a bonus 4 points
- Landing on one of the 2 center towers knocks everyone back 9 spaces except anyone on the tower.
- Use the PDF below to print from.
- Landing on a player in a Tower knocks them back 20 points

BOARD PDF

