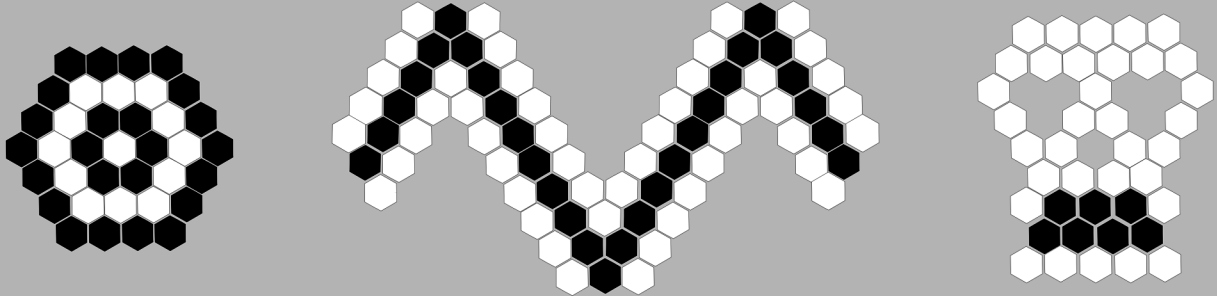
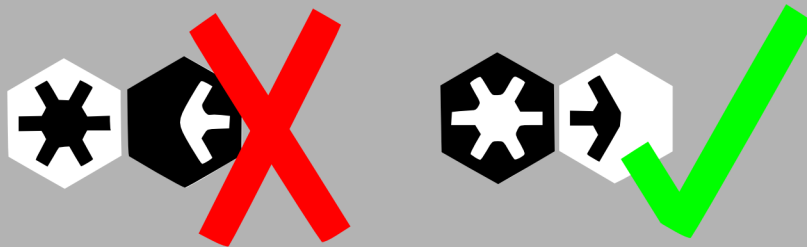




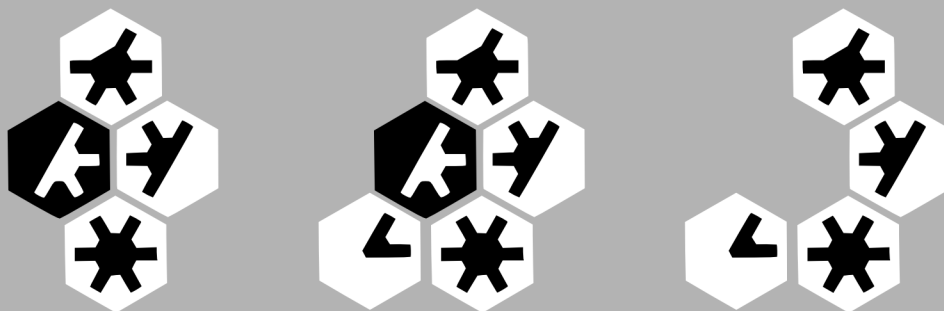
1. CHOSE TO PLAY AS EITHER WHITE NOISE OR BLACK SPIRAL.
2. THE FIRST PLAYER CREATES THE BOARD



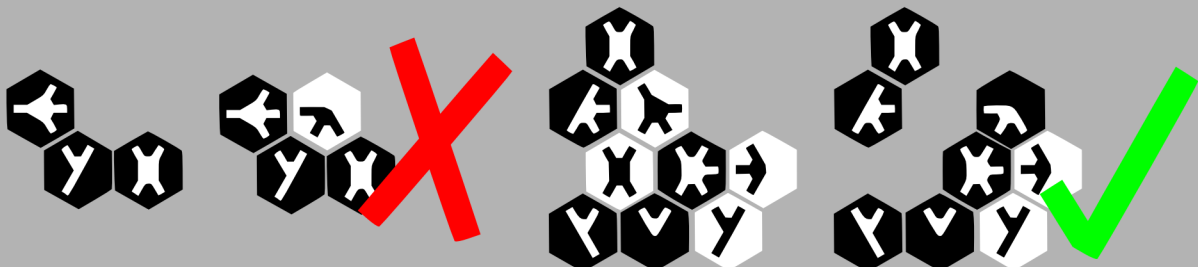
- THE SECOND PLAYER PLACES THE FIRST PIECE.
3. ALTERNATE TURNS PLACING PIECES ON VACANT HEXAGONS.
4. YOU CANNOT PUT A PATHWAY DOWN IF THE ADJACENT PIECE DOESN'T HAVE A CONNECTING PATHWAY.



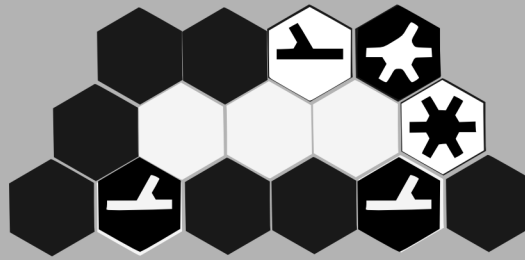
5. IF YOU SURROUND ALL THE PATHWAYS OF AN OPPONENT YOU CAPTURE THEIR PIECES AND REMOVE THEM FROM THE BOARD.



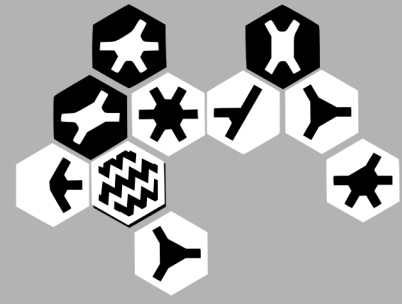
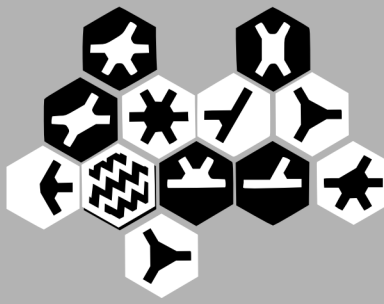
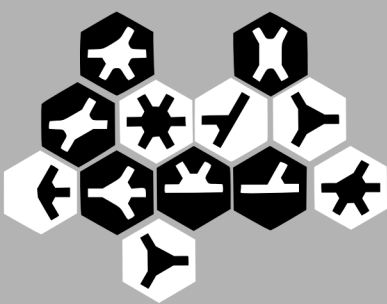
6. YOU CAN'T KILL YOURSELF. IF YOU KILL SOME OF THE PIECES THAT WOULD HAVE KILLED YOU THAT'S OK.



**7. IT'S OK HAVING PATHWAYS SPILLING OFF THE BOARD, THESE ARE IGNORED.**



**8. EACH PLAYER HAS ONE CHAOS PIECE (EITHER THE WHITE NOISE OR BLACK SPIRAL) WHICH CAN BE PLACED OVER AN OPPONENT'S PIECE REPLACING THEIR COLOUR WITH YOUR OWN.**



**YOU CAN CONNECT TO A CHAOS PIECE ON ALL SIX SIDES, AND IT'S FINE TO PLACE A CHAOS PIECE IF THERE AREN'T CONNECTING PATHWAYS ON A PIECE NEXT TO IT. YOU CAN'T PUT A CHAOS PIECE ON A CHAOS PIECE.**

**9. THE GAME ENDS WHEN BOTH PLAYERS PASS, OR ONE PLAYER CONCEDES.**

**10. EACH HEXAGON THAT IS SURROUNDED BY YOUR PIECES AND EVERY HEXAGON YOU HAVE A PIECE ON COUNTS TOWARDS YOUR SCORE, THE HIGHEST SCORE WINS.**

