

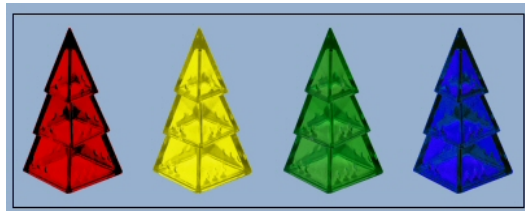
BOUNDARY

Origin of the game

When i create that game in january 2010, my first idea was to make a game base on the properties of a wormhole (space-time wormhole of course). That is why there is 2 area (2 worlds are in fact 2 area of the same world). The wormhole is open by using the stones, and my idea about it is that if something can travel by wormhole, it is not traveling in a single piece but part by part. Energy must, according to me, be the same on both side of the wormhole boundary, in the area of the object who is in process of being tranfered. So the pyramid's tree is the 3 parts of an object who try to use the property of a wormhole. Each parts can cross the boundary only by the use of the stone (stone-bop). That stone is the energy who is involved in the process, and we need the same energy both side of the boundary, so the first part of the object can make it safely.Finally,i think that a wormhole can be created anywhere.A wormhole can be open in your house, in your garden,at your office.A wormhole can make a short and sudden connection between you and a specific area of the world.It is not,like you see, a toy for dummies!

Material

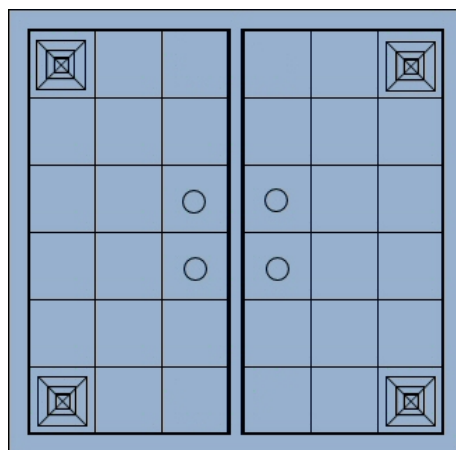
4 trees of pyramids of 4 colors (blue,green,red,yellow) : 2 trees for each players



4 stones of 2 colors (green,red),also called stone-bop : 2 for each players

1 Boardgame of 36 squares in 2 area of 18 squares.

Empty board



Goal of the game

Be the first to transfer your pyramids to the other world.

The Green tree must take the place of the Blue tree.

The Red tree must take the place of the Yellow tree.

One player have the Red-Yellow trees and the other player have the Green-Blue trees.

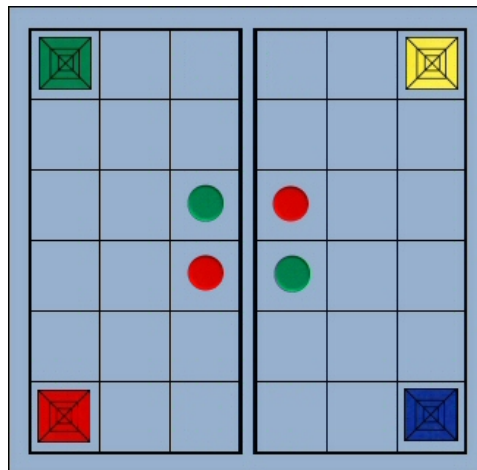
The aspect of the trees must be the same at the end of the game (Small,medium,large).

If none of your pyramids can move, you lost.

Boardgame

Board of 36 squares divided in 2 area of 18 squares (the 2 worlds connected only by a continuum of energy (the middle empty space).

Starting positions

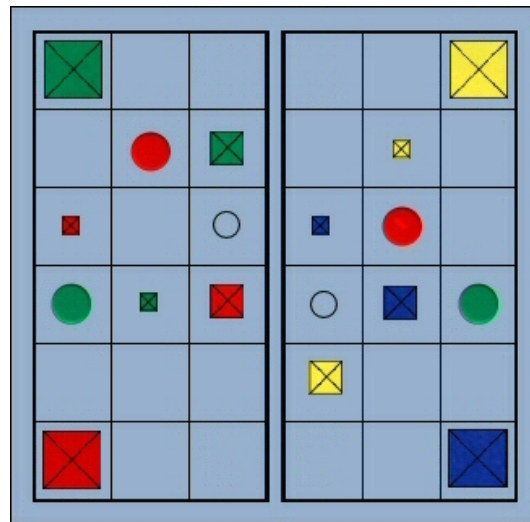


Moves

At your turn, you can move a pyramid alone or both a stone and a pyramid .

- 1.All pyramids move in all directions in a straight line of 1, 2, or 3 squares.
- 2.The Stone-BOP (boundary opener particle) move in all directions in a straight line.
- 3.Pyramid small move of 1 square, pyramid medium of 2 squares, and pyramid large of 3 squares.
- 4.No jumping allowed.
- 5.Only one pyramid or stone-bop per square.
- 6.The stone-bop never cross the continuum.The stone-bop move only for the pyramids who are in the same world then him.
- 7.Any time in the game you can use the value of the pyramid or of the stone-bop to move a pyramid.
- 8.If you move a stone-bop, you must move one of your pyramid of the same amount of squares then the stone-bop. Stone move first and the pyramid after it.
- 9.Stone-bop cannot move of more squares then the pyramid you want to move.
- 10>Your stone-bop cannot stop on the opponent base (the starting squares at the corners).
- 11>Your pyramids cannot stop on the opponent base.
- 12.The top pyramid of a stack play first.

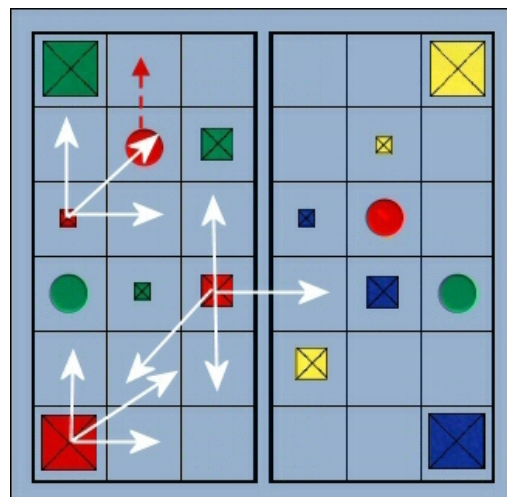
Game in progress



Transferring pyramids by the continuum

The continuum is the empty space between the 2 worlds. The only way for a pyramid to cross the continuum is by using the stone-bop. Pyramids cannot do it on their own ,they need the space-time energy of the stone-bop. So, if you want to make a transfer, you must move the stone-bop first and of the amount of squares required to get your pyramid at the other side of the continuum. After your turn, at any time in the game, you must have at least 2 pyramids (of any color or size) in both worlds.

Red stone move of one space and all the possible moves for red-yellow player.



NB.

A stone move of the same amount of spaces then the pyramid you select for a move. So if a pyramid have the opportunity to move of 5 spaces in the same world or in both world (say 2 spaces in world X and 3 spaces in world Y), then the stone must also be capable of making a move of 5 spaces (must do it before the pyramid of course) in the same world then the pyramid who gone move. To be specific about the move of pyramids by their own (whitout the help of a stone), the large must move of 3 spaces, the medium must move of 2 spaces, and the small must move of one space. It is only when a stone move that the rule 1-2-3 is not used. If a stone move of one space, any size of pyramids will move only of one space.

First game of Boundary

First game of Boundary (january 31,2010)			
Red	Green	Red	Green
1. (c3-a3)(a1-c3)	(d3-f5)(f1-f3)	12. (e1-e3)	(e6-f5)(d4-c4)
2. (d4-e4)(f6-e5)	(c4-b5)(a6-a5)	13. (c3-c2)(a2-a1)	(b6-b4)(c4-a6)
3. (e4-e1)(f6-c6)	(b5-b1)(a6-e2)	14. (c2-a2)(a4-c2)	(b4-b1)(a5-d2)
4. (a3-c5)(c3-e3)	(f5-d3)(f3-d5)	15. (a2-a4)(c2-e4)	(f3-d1)
5. (a1-c3)	(f1-f3)	16. (d5-d3)(e5-c3)	(f5-d5)(d1-b3)
6. (e1-d2)(f6-f5)	(d3-d4)(d5-c4)	17. (a4-c4)(c6-a4)	(b3-b5)
7. (a1-a4)	(d4-d6)(f1-d1)	18. (d3-e2)(e4-f5)	(b1-a2)(b5-a6)
8. (d2-d5)(f5-c2)	(d1-d4)	19. (e3-e5)	(c5-b5)
9. (c5-a3)(c3-e1)	(d6-e6)(e2-f2)	20. (e2-e1)(f5-f6)	(d5-e4)(f2-f1)
10. (e3-f4)	(c4-c5)	21. (c4-c6)(a4-c2)	(b5-a6)
11. (a3-c3)(c2-a2)	(b1-b6)(a6-f1)	22. resign	

Coordinates system

Counting from the red corner : vertical 1-2-3-4-5-6, horizontal a-b-c-d-e-f.

Game created and designed by Antoine Richard in january 2010.