

SYMMETRIC

BY NATHAN HANSEN

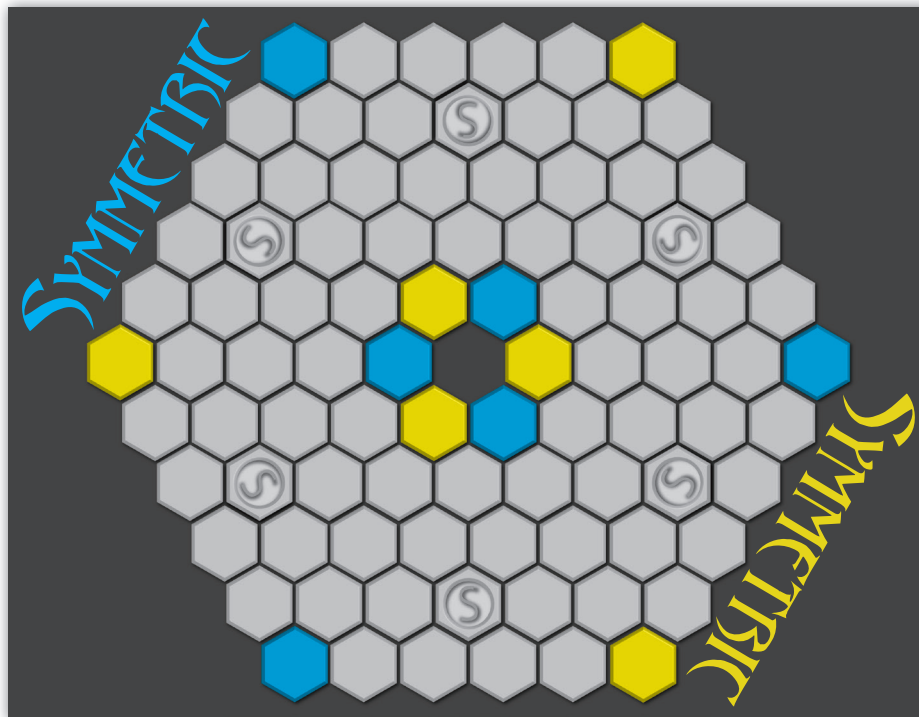
SYMMETRIC

INTRODUCTION

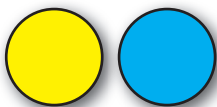
Symmetric is a symmetrically balanced abstract strategy game for two players. A player wins by having one Counter in each of their opponent's 3 starting spaces at the center of the board.

COMPONENTS

1 Game board



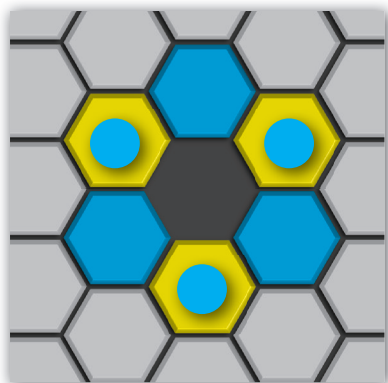
12 Round Counters



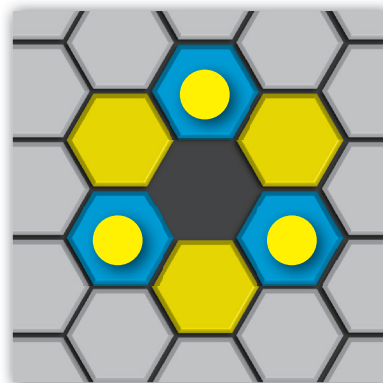
HOW TO WIN

The game is won by the first player to position one of their Counters in each of their opponent's three starting spaces at the center of the board.

Blue Wins!



Yellow Wins!



SYMMETRIC

SETUP

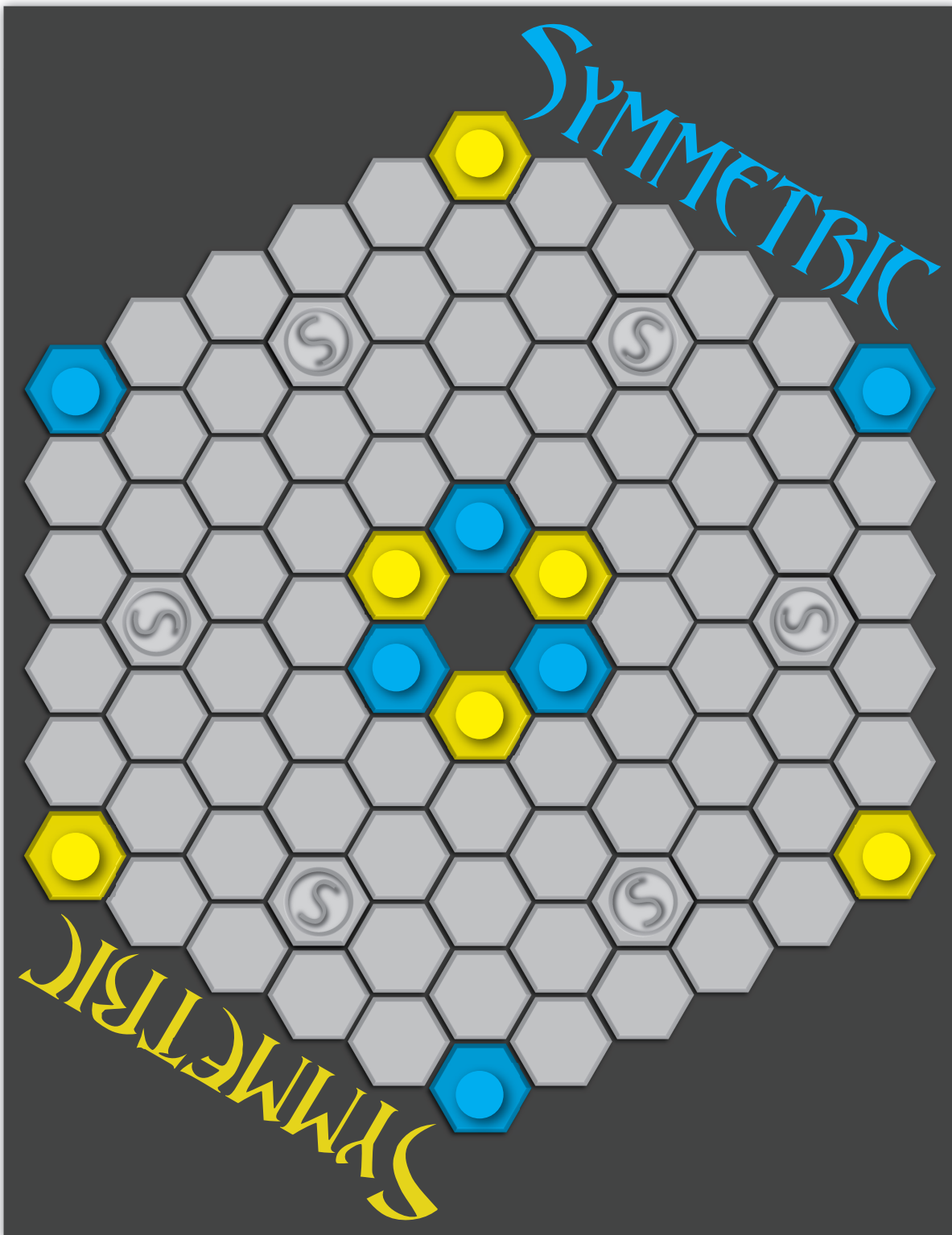
Place the game board between the players.

Each player places one Counter on each of the spaces which match their color.

Each player chooses a color.

See inside-front cover to verify proper setup.

The game is ready to begin.



 SEQUENCE OF PLAY

The game is played in turns. Starting with the youngest player, or the player who lost the last game, if this is not the first, each player takes turns doing the following:

1. Make a Symmetric Move
2. Move one Counter (optional)
3. Check for Victory

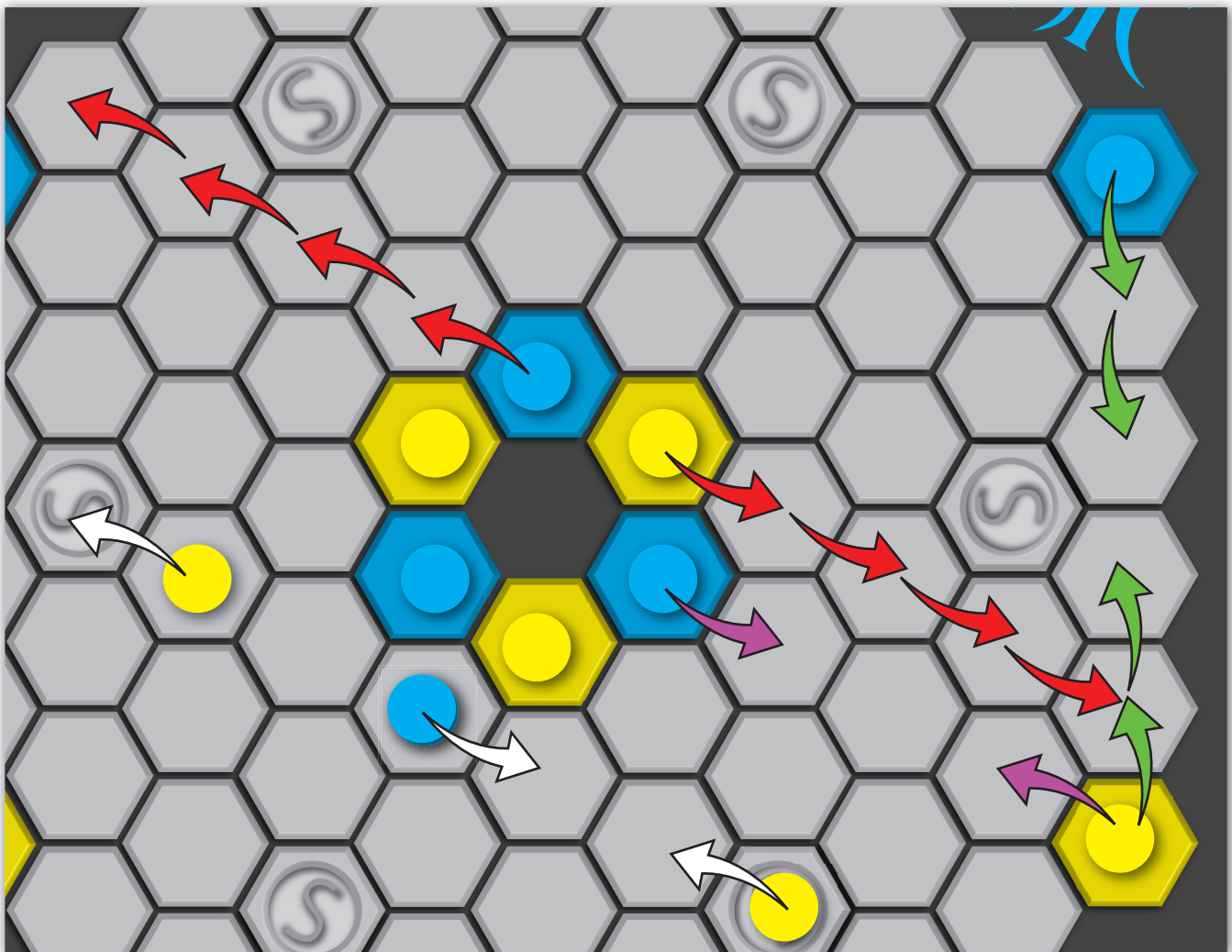
 MAKE A SYMMETRIC MOVE

If you are able to, you must make a Symmetric Move.

To make a Symmetric Move, choose one of your Counters that has a straight line path between it and at least one of your opponent's Counters. You must move your chosen Counter at least one space, but you may move it as many spaces as you want in a straight line towards or away from your opponent's Counter. For each space you move your Counter, you must

move your opponent's Counter(s) with which it shares a direct straight line path, in the opposite direction that you move your Counter.

If this would cause you to move your opponent's Counter off the board or into another Counter then you can't move your Counter this way.

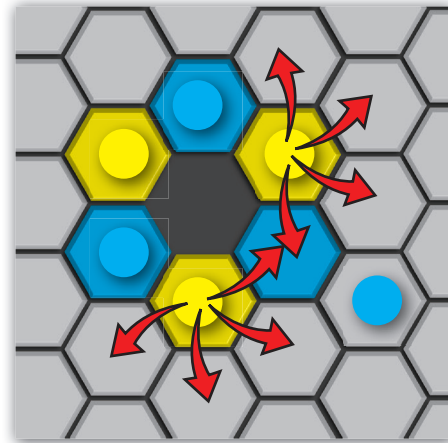


A few of the possible Symmetric Moves. Each set of colored arrows indicates a different legal move; the white arrows show the most complicated maneuver, affecting a total of three Counters.

MOVE ONE COUNTER

You may move one of your Counters one space.

You may never move a Counter onto another Counter.

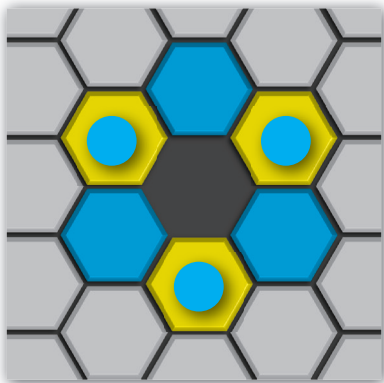


Some of the legal moves available to the Yellow Player in the Move One Counter phase.

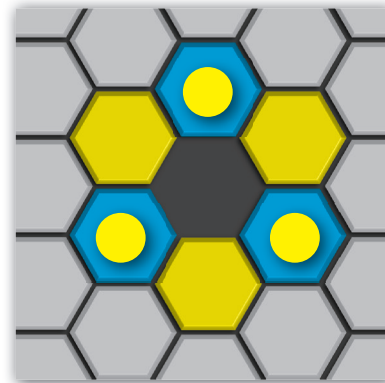
CHECK FOR VICTORY

If you have one of your Counters on each of your opponent's three central starting spaces, you win. Congratulations. If not, it is now their turn.

Blue Wins!



Yellow Wins!



SYMMETRY SPACES



There are six spaces on the game board marked as Symmetry Spaces. These spaces provide alternative movement options. If a player finishes a move (Symmetric Move or Move One Counter) by moving one of their own Counters into a Symmetry Space, they must immediately make another Symmetric Move if able. If this move results in another of your Counters on a Symmetry Space, the effect chains and you make another Symmetric Move.

CREDITS

Game Design

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