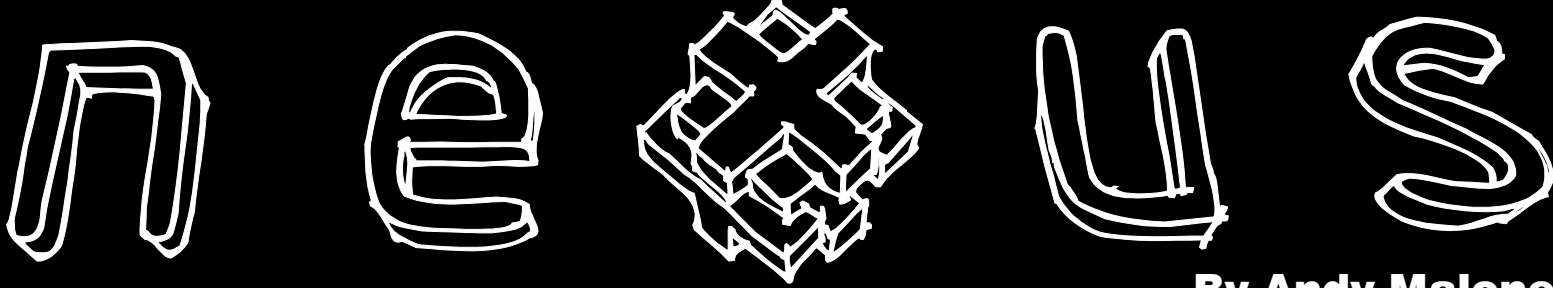


RULES version 2.1



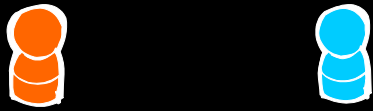
By Andy Malone

OBJECT: Capture all of your opponent's pieces (or Agents)

PLAYERS: 2

TIME: 10-20 Minutes

EQUIPMENT:



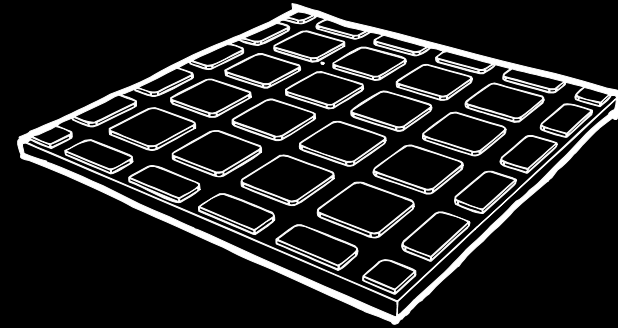
(5) Blue Agents (5) Red Agents



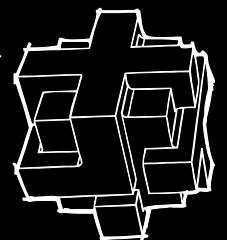
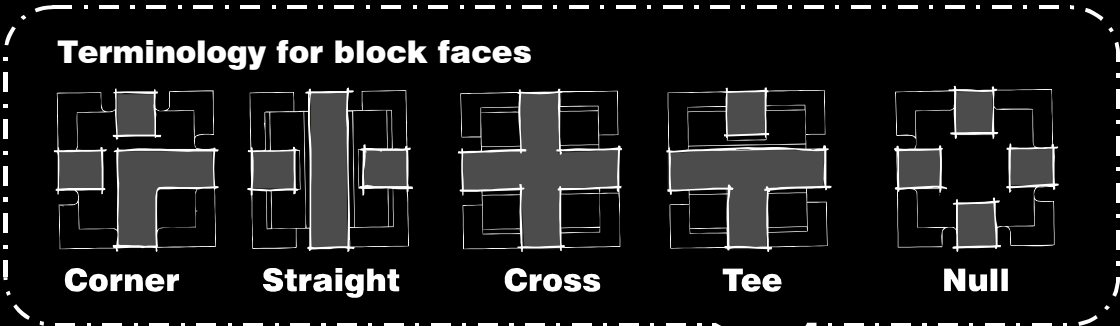
(1) Modify Die



(1) Action Die



(1) Game Board



(25) Nexus Blocks

SETUP: Each player sets up (5) blocks with Tees face up as shown in figure 1. The players each roll the action die.

The highest number goes first. He or She then takes turns rolling the modify die and placing blocks on the play surface based on the value of the die. This continues until all of the spaces are full.

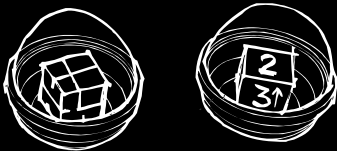
After the spaces are full, the game begins.

RULES: Each turn begins with the player rolling the Action Die. The number on the die determines the number of actions that player may have in that turn (1-3).

A. Move your Agents.
Agents can be moved one square for every number on the Action die. Agents must stay on the path and cannot move onto a block occupied by an Agent of the same color. If the player moves his/her Agent onto a block occupied by one of their opponent's Agents, then that piece is captured and removed from the board.

B. Modify the game board
Instead of moving their Agents, players can opt to modify the game board instead. After the player rolls the modify die he/she can then rotate Blocks to the value shown on the Modify Die. Note: Only blocks adjacent to the player may be modified.

C. Combos
Moving and Modifying can be combined in one turn, they can also be split between pieces. For example, this roll: could be played as Fig. 2, Fig. 3, or Fig. 4



D. Stacking (Optional)
If the number on the Action Die has an arrow on it, the player must modify the board vertically instead of horizontally. This means stacking or removing blocks to effect the topography of the game board. All of the Modify rules apply, with the following additions: Blocks may only be stacked 3 high and a block can only be modified if it is not covered by another block.

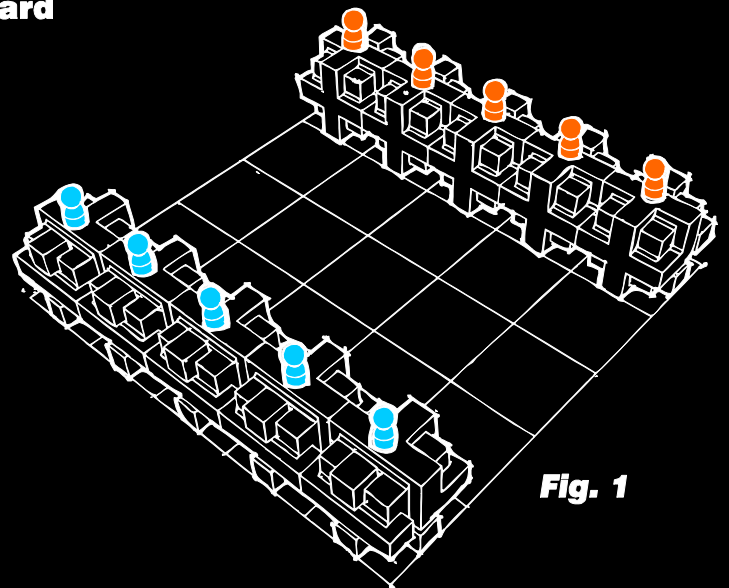


Fig. 1

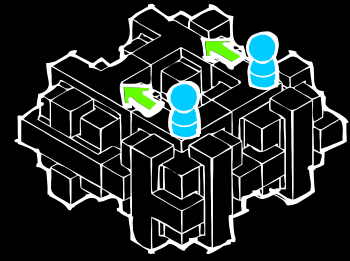


Fig. 2

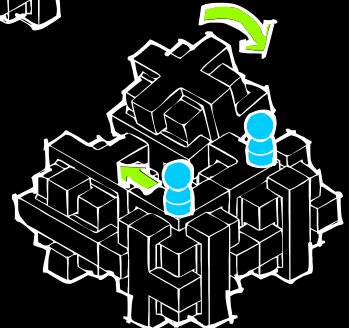


Fig. 3

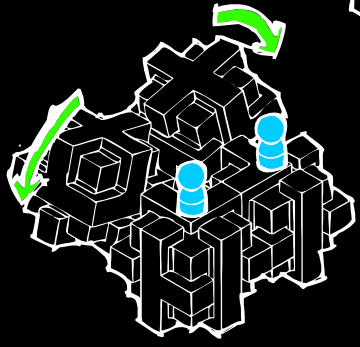


Fig. 4

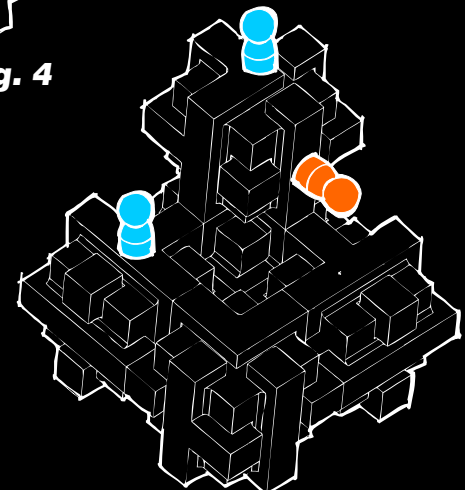


Fig. 5