

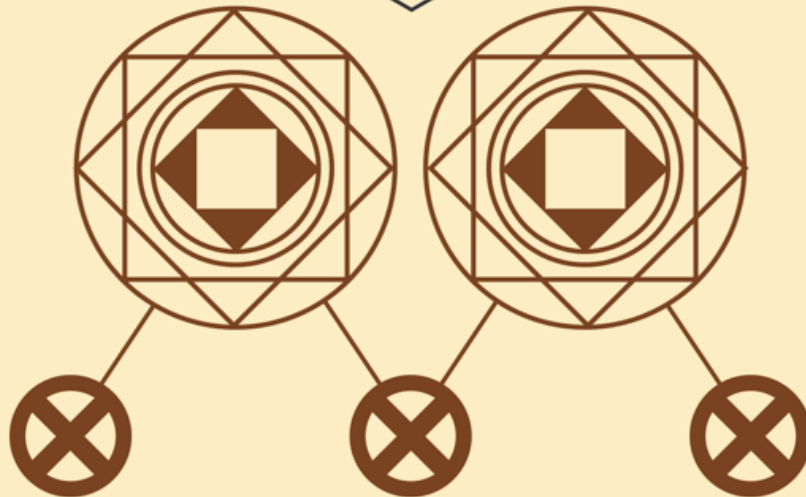
Fantasy Abstract Strategy Game

EVOQQ!

Target Age: 5 and up
Playtime: 5-60 minutes



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How to play EVOQ!

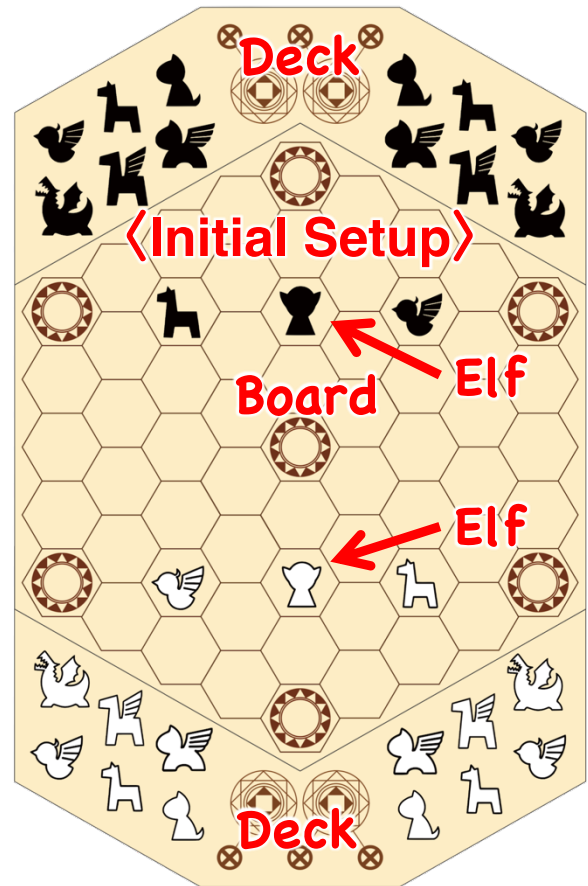
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! Beware of small parts.
Keep out of reach of children.

Preparation

Please arrange the board, decks, and pieces as shown in the diagram. The two figures placed at the center are the Elves, the protagonists of this game. All other pieces are familiar spirits of the Elves. The white pieces belong to the white Elf, and the black pieces belong to the black Elf. Familiars not currently on the board take the form of small wooden medals and are stored in each Elf's kit (deck in the game).


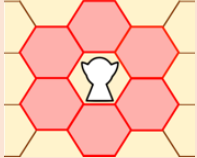





How the Game Proceeds

White and Black alternate turns. The player who captures the opponent's Elf wins. On each turn, the player may choose one of the following operations:

Evocation (summoning)

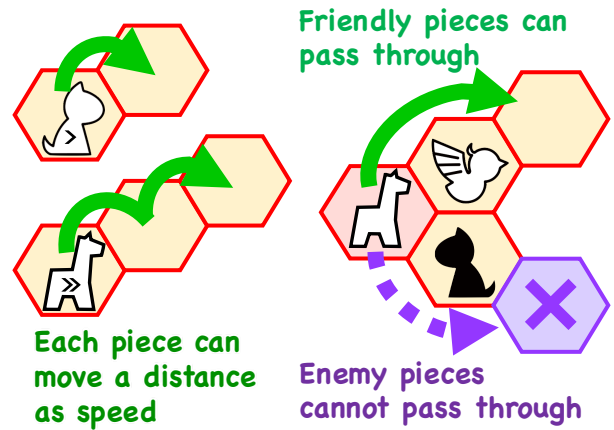
The Elf may evoke one familiar spirit onto an adjacent hex (hexagonal grid). Only the three small familiars can be evoked: Cerberus, Unicorn, and Siren. Choose one from your deck and place it on a hex adjacent to your Elf. You cannot evoke if none remain in your deck or if all adjacent spaces are occupied. After evoking, your turn ends.

Main Character		
Sorcerer race		
Elf		The range in which familiars are evoked
< Speed 2		
● Power 1		

Evocable Familiars		
		
Dog familiar Cerberus	Equine familiar Unicorn	Bird familiar Siren
< Speed 1	< Speed 2	< Speed 3
● Power 3	● Power 2	● Power 1

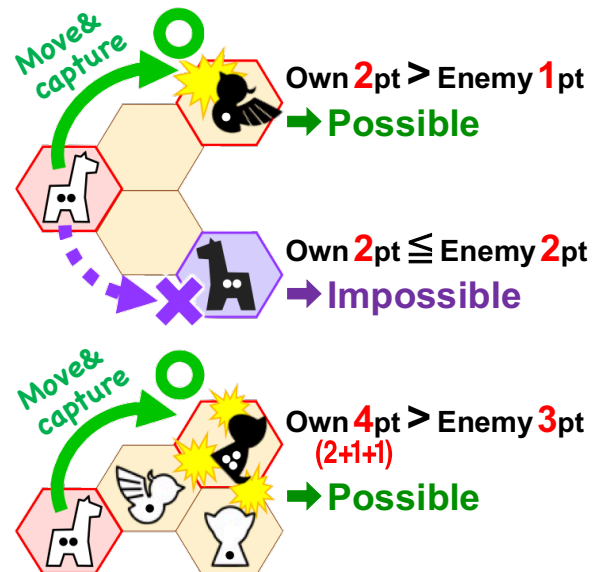
Movement

You can move one of your pieces to an empty hex on the board. The number of “<” marks indicates the movement speed (the range of movement per turn) of each piece. Movement direction is free. Friendly pieces can pass through, but enemy pieces cannot. After moving a piece, your turn ends.



Attack

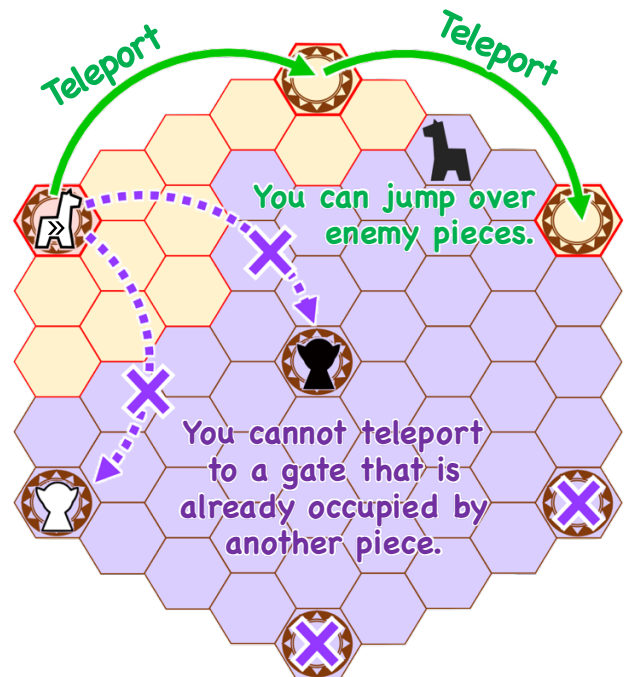
The number of solid dots “●” indicates power (attack ability) of each piece. If you move into a hex containing an enemy with lower power, you capture it. If allies are adjacent to the target, they add their power to yours. If the combined power of your allies exceeds that of a single target, you can capture that enemy piece. Captured pieces are placed in your deck's capture pits: “⊗” marks. If all three pits are full, return one captured piece to your opponent. After an attack, your turn ends.



Magical effect (Game gimmicks)

Teleportation

The seven hexagonal grids, inscribed with magical patterns, are warp gates for teleportation. Any piece can move from one warp gate to an adjacent warp gate four grids away for a movement cost of 1. Teleportation does not pass through normal spaces, so it's not a problem if there are enemies between the gates. Pieces with speed 2 or more can teleport consecutively or combine teleportation with normal movement. Warp gates occupied by other pieces cannot be used as either the starting or ending points for teleportation, except during fusion.

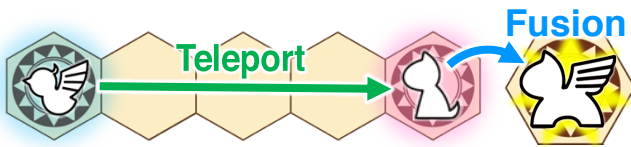


Fusion

When a familiar teleports to a warp gate where its fusion partner is located, the magical energy of the two familiars fuses, and a higher familiar appears.

Remove the two original pieces from the board, and replace them with the fused familiar. If the fused familiar is not on your deck, fusion does not occur.

Fusion partners may be ally or enemy; the resulting familiar belongs to the teleporting player. If the partner was an enemy, it becomes a captured piece (return one if capture pits are full). After fusion, your turn ends.












Sorcery

Captured enemy familiars act as magic items used to activate sorceries. At the start of your turn (before moving a piece), place a captured familiar on your magic circle to activate its spell. Effects last until either side performs an attack. Once a sorcery is activated, it cannot be canceled. When the effect ends, return the item to your opponent. Up to two different sorceries may be active at once (up to one piece per type).

Repetition revert

"Repetition" refers to the state and actions of all pieces on the game field (including pieces placed on capture pits and magic circles) being the same as in any previous turn. If the opponent says "revert" to your repetition, you must choose a different move.

Fusion Formulas		
		
+	+	OR
		
		
Mythical beast Griffin	Mythical steed Pegasus	King of Monsters Dragon
< Speed 2 ● Power 3	< Speed 3 ● Power 2	< Speed 2 ● Power 5

Sorcery Effects	
	Guard (Using Cerberus) All ally power +1 during opponent's turn
	Delay (Using Unicorn) All enemy speed -1 (Movement range reduced by 1)
	Fly (Using Siren) All allies without wings (Siren, Unicorn, Griffin) speed +1
	Boost (Using Griffin) All ally power +1 during both turns
	Clock (Using Pegasus) All ally speed +1 and All enemy speed -1
	Dragonize (Using Dragon) All allies except Elf gain Dragon abilities (Speed 2 / power 5 / fusion / Fly) Not possible