KYBOMACHIA

How to play

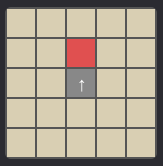
Order of play

1. **Setup.** 2 to 4 players. Turn order is red, white, blue, black, and each player picks an edge in that order. Everyone starts with 7 dice in reserve: 3 strikers, 2 teleporters, 1 bomb, and 1 magnet.
2. **Take one action on your turn.** Then play passes to the next player.
    - **Place:** put a reserve die on an empty square of your 4-square starting area. It gets a random roll, and nothing triggers.
    - **Move:** roll one of your dice one square up, down, left, or right. A die in your starting area can only roll straight across the barrier into the field. The face that lands on top **triggers**.
3. **Landing.** An empty square is a plain move. An enemy die is captured and removed from the game. One of your own dice swaps places with the die that moved.
4. **Edges and barriers.** The barriers are one-way: from the field they count as the board edge, so dice in starting areas are safe. A die an enemy pushes off the edge is lost. You can roll your own die off the edge on purpose (the red sacrifice button).
5. **Secondary movement.** Dice pushed or pulled by an enemy roll but don't trigger. Extra movement from a die's own face slides without rolling.
6. **Winning.** A player with no possible action is out, along with all their dice. The last player standing wins.

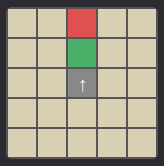
Dice and faces

The grey square is the die, and ↑ is the face's arrow, which points wherever it lands. capture die moves pushed away teleport target steal pulled in pushed out leap range

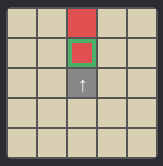
⚔ Striker ×3. Mobile attacker with directional strikes.



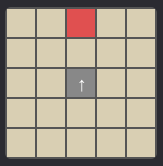
STRIKE
Captures the square ahead.



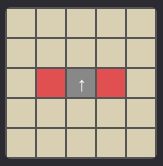
LUNGE
Slides 1 ahead, then strikes ahead.



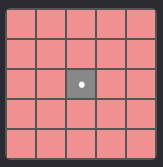
S-M-S
Strike, slide in, strike again.



LONG
Captures 2 squares ahead.

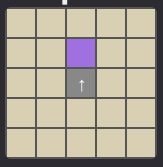


FLANK
Captures left and right.

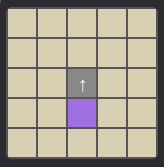


KAMI
Leaps onto an enemy within 3 squares and destroys it, its 4 neighbors, and itself.

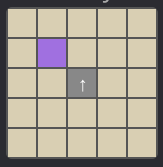
◎ Teleporter ×2. Teleports onto nearby dice: an enemy is captured, a friendly die swaps places.



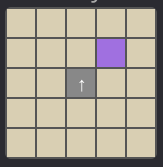
JUMP
Teleports ahead if a die is there.



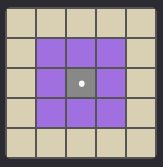
JUMP
Teleports behind if a die is there.



JUMP↖
Teleports diagonally left if a die is there.

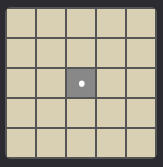


JUMP↗
Teleports diagonally right if a die is there.

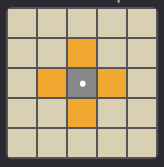


RANDOM ×2
Teleports onto a random adjacent die.

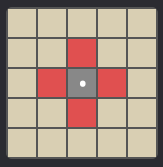
✹ Bomb ×1. Area effects on the squares around it.



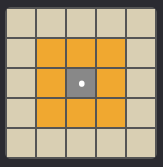
DUD
Nothing happens.



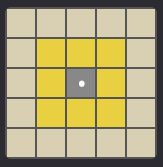
SHOCK4
Pushes 4 neighbors 1 square away.



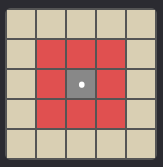
BLAST4
Captures 4 neighbors.



SHOCK8
Pushes all 8 neighbors 1 square away.

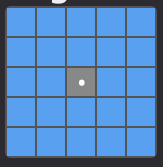


STEAL
Takes 1 adjacent enemy and swaps in one of yours.

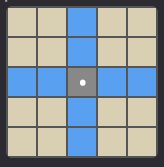


BLAST8
Captures all 8 neighbors.

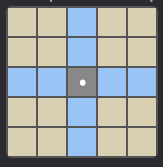
◉ Magnet ×1. Pulls or pushes enemies within 2 squares. Opposite faces are always one pull and one push.



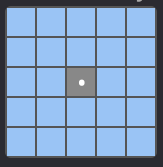
ATTRACT ×2
Pulls enemies within 2 one square closer; touching = captured.



ATT-LINE
Pull, but only along its row and column.



REP-LINE
Push, but only along its row and column.



REPEL ×2
Pushes enemies within 2 one square away.

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