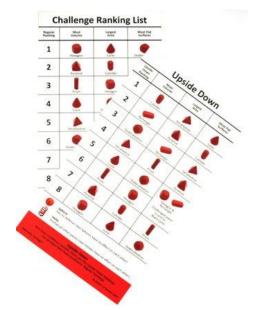
challenges

So, what is a Challenge on the Geometry Strategy board?

Basically, it's when one player's piece tries to eliminate an other player's piece; an attack.

The Challenge Ranking List will tell which piece wins over the other.

Here's how it works:



This is the Challenge Ranking List. It's probably the most important list ever in a board game and all players get a copy of it.

This list will show the pieces' rankings in the different Red Zone categories. You find the pieces in columns for the categories: ranked 1 through 8. The piece with the highest ranking in the present Red Zone condition wins the challenge.

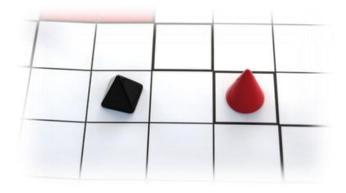
Flip the list upside down and you will find just that: the rankings of the pieces for the Upside Down conditions.

So, for a Challenge to take place you need to be one or two steps away from your prey. And since you keep at least one eye on the Challenge Ranking List, you already know you're stronger than your prey, right? At your turn, take the prey piece out of the game due to higher ranking and place your piece on that square.

As all players have access to the same information in terms of Red Zone category and rankings, you can see the attacks coming. This means you may have the opportunity to move your piece away, out of range from the predator. Or you can let a piece enter the Red Zone and hope for changed rankings!

A typhical Challenge situation.

If you are the Cone, you really want the Red Zone card to show Largest Area.
Or, if any of the other conditions: Upside Down.
Otherwise you're toast.





The Sphere can win the game for you. But even with this power it is also vulnerable: if ever challenged, by any piece but an other Sphere, game is over for you. Just like that. So keep it safe.