

# game play



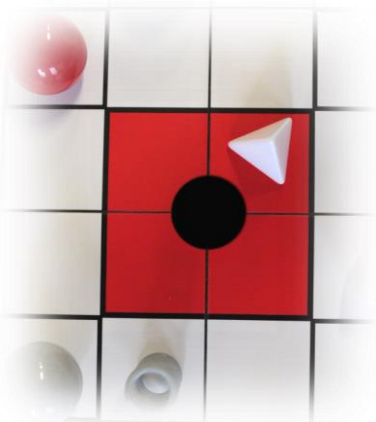
***To win you have to be the first to place your Sphere on the Bullseye.***

In your corner you have 9 pieces besides the Sphere to help you win. You use the pieces to play defense and offense; you have to make sure your opponents don't beat you to the punch. Every move counts and as long as you got your Sphere you can still win the game.

You must protect your Sphere from other players who will try to take it out. The thing is, your Sphere has no defense and if you lose the Sphere and you're out of the game.

Each player moves one piece every turn. All pieces, except for the Helix and the Sphere, can move one or two steps in any direction, onto a free square. Sphere and Helix can move one step in any direction. The object of the game is to be the first player to place their Sphere on the board's bulls-eye.

To stop your opponents from reaching bulls-eye first, you try to weaken them by eliminating their pieces. This is called Challenges. To eliminate a piece, you have to outrank it according to the Challenge Ranking List; the Red Zone card tells which category is played right now.



The Red Zone is where the magic happens. As soon as a player enters here, a new Red Zone card is turned, showing a new category and the conditions change. Strong pieces may become weak, and the other way around.

Entering the Red Zone is a strategic choice; though you get to rely on luck to get the category you want. The constantly changing conditions calls for multiple strategies so there's no time to sit back and relax!

Now, the players navigate their pieces over the board to enable a safe journey for their Sphere to the center of the board and stopping the other players from getting there. Lose you Sphere on the way and you're out of the game.

First player to place their Sphere on the Bulls-eye is the Geometry Strategy® master!

