

the pieces

Why geometrical shapes, you may wonder. Well, here's the answer: they are just the coolest shapes ever to be found. The mighty Sphere, the powerful Helix, the small versions of the ancient Pyramid, the mysterious Dodecahedron... they are just cool, beautiful and different.

Some of them have tricky names, but once you learn them, you'll never forget them.

On the game board, these 10 pieces can bring you victory. What you need to do is play them wisely; every move counts. Knowing your pieces can help your game, here we go:

This is the most important piece. First player to place their Sphere on the Bullseye is the winner.

The Sphere is your golden nugget, your ticket to this game. As long as you have your Sphere you can still win the game. But beware; any of the opponents' pieces, except for the Spheres, can take out your Sphere as it has no defense. And, losing your Sphere means game over for you so you better take good care of it.

The Sphere can move one step in any direction.



The Helix is your knight in shining armor. You can trust the Helix to support you no matter what; it has no enemies. This trump piece doesn't care about the Challenge conditions and Red Zone cards; it just keeps

being the king of the hill. As your opponents' Helixes also are trumps and thereby also kings of the hill, two Helixes can't touch each other in any way. Like a Helix code.

The Helix can move one step in any direction.



Hard to pronounce but easy as a breeze on the board. This piece is your mountain of muscles when it comes to Most Flat Surfaces.

12, to be exact. It's not that bad in the Largest Area category either, so this is one of the good guys in your team.

The Dodecahedron can move one or two steps in any direction.



With rankings 2,3 and 5 in the three Challenge categories, the Prism is one of your strongest pieces. You just don't want the Upside Down card to come up when someone enters the Red Zone. Use it wisely and stay out of trouble.

The Prism can move one or two steps in any direction.



This piece has ups and downs. Highs and lows. Best on the board when it comes to Largest Area, but the poorest little piece with just one flat surface. Even so, for some reason it seems to be one of the pieces that stays long the game. It's a good man in a storm.

The Cone can move one or two steps in any direction.



Beautiful like the ones in the city of Giza, but these Pyramids are just a bit smaller. On the board, the Pyramid has both high and low rankings. This means it's a piece that you appreciate even as the Upside Down card comes up. Don't underestimate it. And don't mistake it for the Tetrahedron; they're quite alike. The Pyramid can move one or two steps in any direction.



With two really low rankings you may think the Cylinder is a sad piece. Think again. It does have a high ranking in Largest Area, and also, as the Upside Down card is turning the rankings, well, upside down; the Cylinder grows with the task and is really a piece to hold on to!

The Cylinder can move one or two steps in any direction.



This is a classic shape in board games, but here it's more than something you just throw around. Here, we appreciate the Hexahedron as one of the hero pieces.

Let the rankings 1,3 and 3-4 speak for themselves. Yet of course, when playing Upside Down it's not all that hero like anymore. The beauty of this game; everything changes.

The Hexahedron can move one or two steps in any direction.



Another hard name, but it'll stick. This is not the best piece in regular rankings, but in Upside Down it's a dream. Note: the Tetrahedron has got 4 sides; the Pyramid has got 5. Don't mix them up. They don't like it. And your opponents don't like it either.

The Tetrahedron can move one or two steps in any direction.



The Rectangle, or the Rectangular Prism as it actually is, may sound a bit like vanilla in this crowd; ordinary and plain. But sometimes, vanilla is just what you need.

In the regular rankings, the Rectangle is pretty modest. But in Upside Down, then you really appreciate its powers. The Rectangle can move one or two steps in any direction.

