

# set up

Geometry Strategy® is a game for 2, 3 or 4 players. Each player have 10 playing pieces as the game starts; black, red, white or grey. The players also get a copy of the **Challenge Ranking List**.



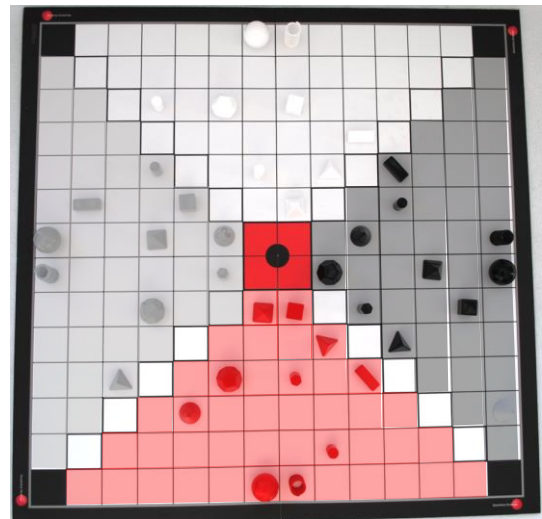
Challenge Ranking List			
Regular Ranking	Volume	Area	Flat Surfaces
1			
2			
3			
4			
5			
6			
7			
8			



The **Red Zone cards** are shuffled and the deck is placed upside down beside the board. There are 15 cards; 3 each of the categories Volume, Area, Flat Surfaces, Upside Down and Your Choice.

Each player get to place their pieces on their quarter of the board.  
 4 player game: one player on each side of the board.  
 3 player game: players on 3 sides of the board.  
 2 player game: players opposite each other.

The Helix and the Sphere must be placed somewhere on the player's baseline; the remaining 8 pieces can be placed on optional squares within the player's quarter. Close to Red Zone? Surrounding your Sphere for support, or spread all over your quarter of the board? Your choice; this is your first strategic move.



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3			

When all players have placed their pieces on the board, the top Red Zone card is flipped. This gives the category where you find the pieces' rankings on the Challenge Ranking List. The rankings tell which pieces can eliminate other pieces by outranking them; identify the strong and weak pieces in the present conditions. Remember the conditions can change every time a player enters the Red Zone during the game!

Now, you're ready to start playing. Red player starts. No player chose red? Then black starts. No black pieces either, in a 2 player game? Grey starts.

First player gets to move one optional piece, one or two steps onto a free square. The players take turns and the game is on. First player to place their Sphere on the Bulls-eye is the winner!

