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RULE BOOK

WELCOME TO EQUINOX

DESIGNED BY JASON BOOMER • 2 PLAYERS • 15-30 MINS

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Playtesters: Jon Eckberg, Wolfe Cronin, Kate McDermott, folks from NPLCon, the Asmadi Games room at Gen Con, and the various Boston game nights we attend!

Thanks to our Kickstarter backers for all your support!

Contents:

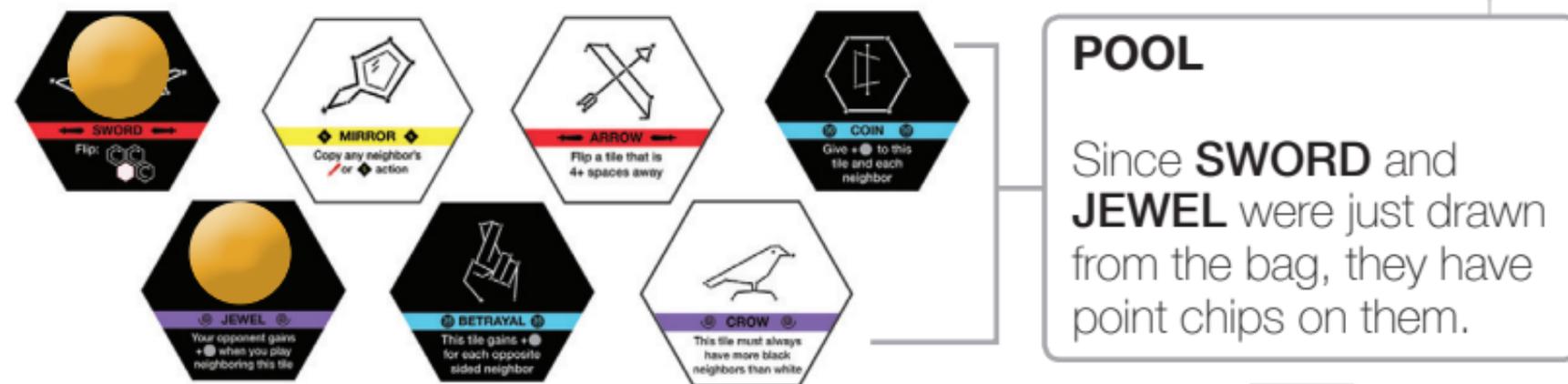
- Tile bag
- 47 Tiles
(Black on one side, White on the other)
- 1 grey 'Stone' tile
- 40 glass beads

Synopsis: One player will play as black and the other as white. They take turns playing tiles from a common pool until all have been played. Each tile has a unique action that affects the tiles around it, the score, or another gameplay element. At the end of the game, each player scores points for the tiles showing their side plus any bonus point tokens they have earned. The highest score wins!



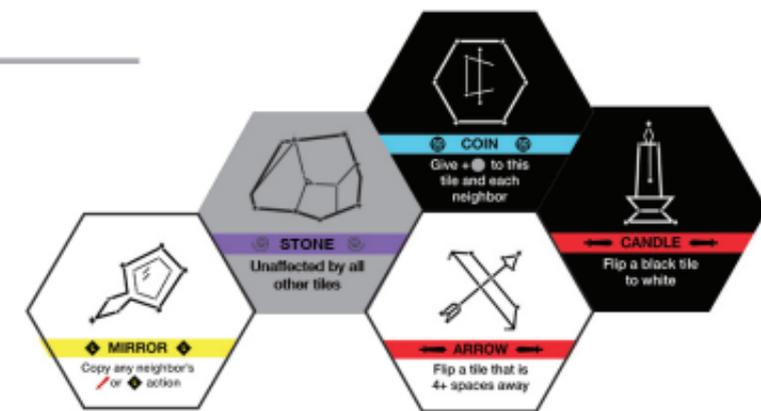
Setup: Put all of the tiles except Stone in the bag and shake them up. Draw seven tiles from the bag to form the pool in a location that both players can reach. It is not important which side of a tile in the pool is face up, and no point chips are placed during setup. To form the beginning of the board, place the grey Stone tile in the center of the play area.

Using any method you choose, decide who plays first. The other player chooses which color to play, and now play can begin! The first player's first turn is a half (one tile play) turn.



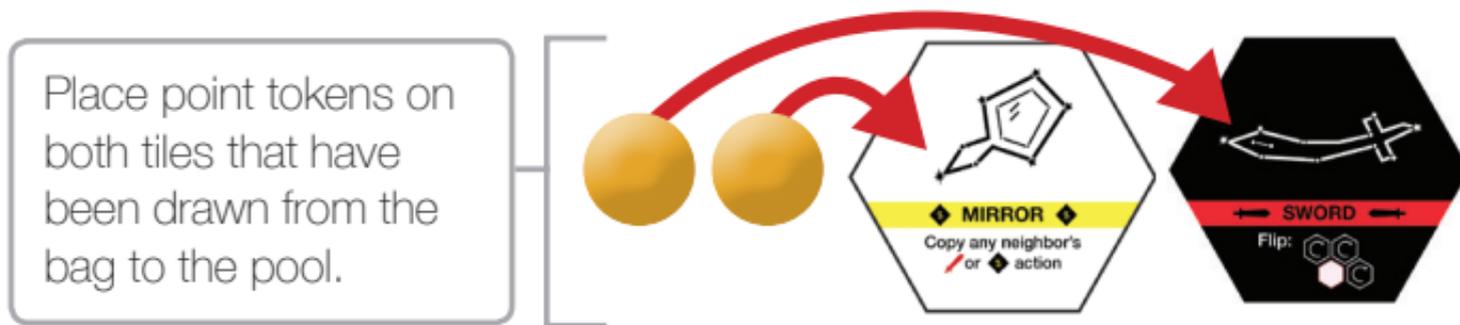
BOARD

The Board grows each turn as more tiles are played. Each tile's action will allow you to manipulate the game in some way!



Gameplay: Turns alternate between the players. At the beginning of your turn, draw tiles from the bag until the pool has seven tiles, adding a token to each new tile drawn (See 'New Tile Penalty,' next). Choose two tiles from the pool and then play them, one at a time, adjacent to any tile on the board. You may play either face of the tile, regardless of whether you are playing as black or white. Perform red and yellow effects immediately after playing such a tile. Tiles cannot be moved or removed once they have been played, unless they are the target of another tile's action that causes such a change.

New Tile Penalty: Whenever a new tile is drawn, a point token is placed on it. If you play a tile with a point token, you give that token to your opponent, since they never had an opportunity to choose it. At the end of each turn, all point tokens on tiles in the pool are removed. These are points that are earned during play; the rest are earned at the end of the game.



Tiles: Each tile has an action that takes effect after the tile is played. Many of the actions affect only the tile's "neighbors," i.e. the tiles that are adjacent to it. If the actions of a tile would prevent you from having a legal play, you may play anywhere. Actions are color-coded according to what sort of effect they have:

-  **Red:** An effect that will flip one or more tiles immediately.
-  **Yellow:** An immediate effect that does not involve flipping tiles.
-  **Purple:** An effect that begins immediately and lasts until the end of the game, as long as the tile remains in play.
-  **Blue:** An end-of-game effect that will influence scoring.

Additional Notes on Tiles:

- The orientation of the text and pictures on tiles does not have any effect on the game.
- Sometimes it may not be possible to use the entire action of a tile; in this case, the remainder of the action is lost. Do all parts of the action that you can.
- Once a red or yellow action tile is placed, you must then choose as many valid targets as possible for its power; beyond that you may choose freely.
- No tile may choose itself as a target unless specifically allowed by the tile's action.

END OF THE GAME

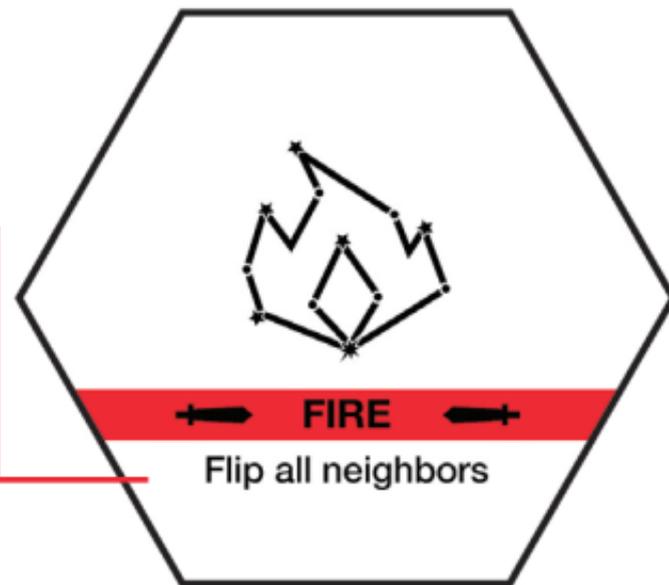
The game ends at the end of a turn if there are no tiles in the pool or in the bag. For end-game scoring, complete all the blue actions for tiles in play in ascending numerical order. Each player takes the tiles of their color and the point tokens on top of them. Tiles and tokens are worth one point apiece, and the highest score wins!





Red actions are capable of **flipping tiles from white to black, or vice versa**. All of these actions occur immediately upon playing the tile.

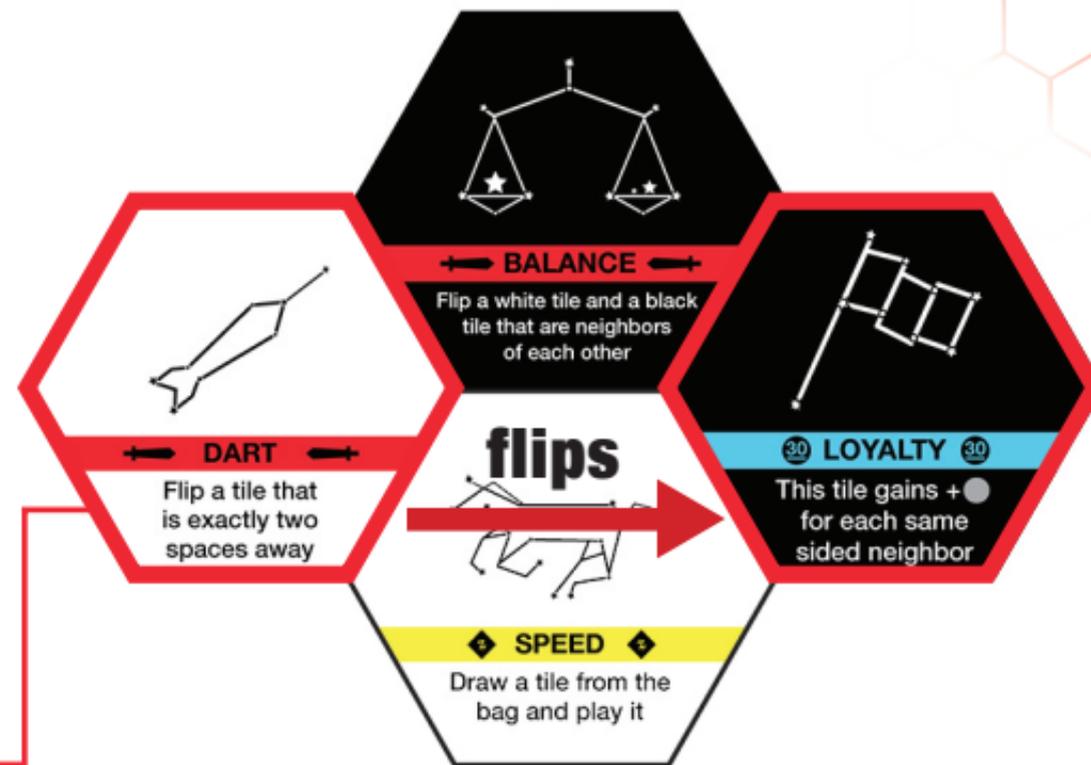
An immediate effect. Complete the text on it as soon as you play this tile. Red effects are one time use only.



STRATEGY

Many red tiles can help you attack opponent tiles that are otherwise out of reach.

Use **DART** to flip a distant tile.





DAY – Flip the DAY tile and all its neighbors to white.

NIGHT – Flip the NIGHT tile and all its neighbors to black.

CANDLE – Flip any black tile to white.

SHADOW – Flip any white tile to black.

FIRE – Flip all neighbors of the FIRE tile.

SWORD – Flip three tiles in an arc pattern around the SWORD tile, as shown on the tile.

MACE – Flip three tiles in a triangular pattern next to the MACE tile, as shown on the tile.

SPEAR – Flip three tiles in a straight line stemming from the SPEAR tile, as shown on the tile.

DAGGER – Flip one neighbor of the DAGGER tile.

DART – Flip a tile that is exactly two spaces away from the DART tile (not necessarily in a straight line).

BALANCE – Flip a white tile and a black tile that are neighbors of each other.

ARROW – Flip a tile that is four or more spaces away from the ARROW tile (not necessarily in a straight line).



TILE REFERENCE



Actions that have immediate effects other than flipping. All yellow actions **occur immediately upon play**.

An immediate effect. Complete the text on it as soon as you play this tile. Yellow effects are one time use only.



STRATEGY

Play **KEY** to move a troublesome tile! **KEY** can be swapped with **VORTEX**, moving the card's damaging effects away from your own tiles. **VORTEX** will now consume your opponent's tiles at the end of the game.

TILE REFERENCE



KEY – Swap the KEY tile's location with any other tile on the board.

TREATY – Select two tiles that are both neighbors of the TREATY tile and swap their locations.

MAP – Choose the two locations your opponent must play tiles next turn. They still choose which tiles to play.

DESTINY – Name two tiles. Your opponent must play them during their next turn if they are in the pool.

SPEED – Draw another tile from the bag and play it. This tile is subject to the new tile penalty and you must give your opponent a point token.

WIND – Return all tiles from the pool to the bag. Next turn, ALL tiles will be subject to the new tile penalty, even if the same tiles return to the pool.

DEATH* – Remove any one tile from the board and set it aside; it is completely out of the game.

EXILE* – Remove any one tile from the board and return it to the bag.

MIRROR – Mimic an action from a neighboring red or yellow action tile. This action occurs from the point of view of the MIRROR tile.

DOOR - Select two tiles anywhere that are neighbors of each other and swap their locations.

HOOK* - Select one tile anywhere and move it neighboring the HOOK.

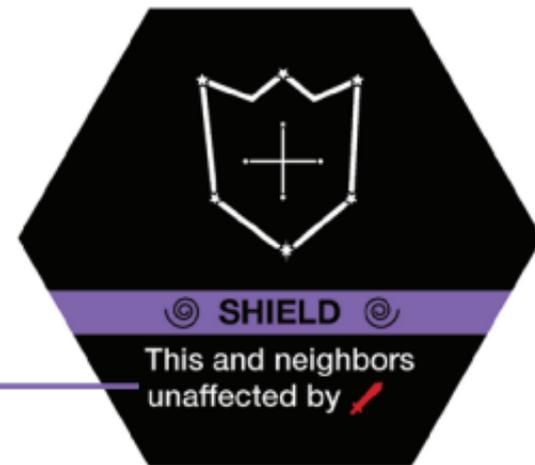
FAMINE - Your opponent may only play one tile on the next turn.

** You may never split the board into multiple sections.*



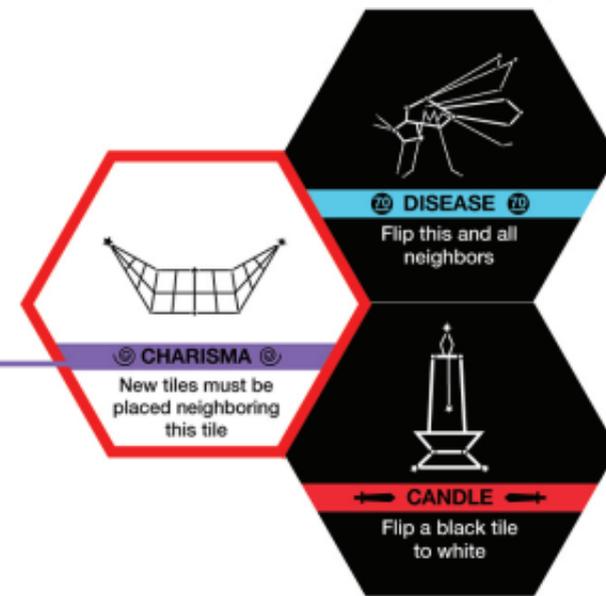
Effects from purple tiles **begin when they are played and persist as long as the tile is on the board.**

A persistent effect. All neighbors of this tile are unaffected by red actions for the rest of the game, or until SHIELD is forcibly removed from the board.



STRATEGY

Disrupt your opponent's plans by playing **CHARISMA** in an inconvenient location.



TILE REFERENCE

⊙ PURPLE ⊙

STONE – Unaffected by all other tiles' effects. STONE is grey and counts towards neither player's score at the end of the game.

SHIELD – SHIELD and its neighbors are unaffected by red effects.

MAGIC – MAGIC and its neighbors are unaffected by blue effects.

CLOAK – CLOAK and its neighbors are unaffected by yellow effects.

JEWEL – Your opponent gains a point token when you play a tile neighboring the JEWEL tile.

BRIDGE – Any tiles that neighbor the BRIDGE are also considered to be neighbors of each other.

⊙ PURPLE ⊙

TILE REFERENCE

SHEEP* – SHEEP must always have more white neighbors than black.

CROW* – CROW must always have more black neighbors than white.

CHARISMA – Tiles must be placed neighboring the CHARISMA tile.

POISON – Tiles cannot be placed neighboring the POISON tile.

ROOSTER* – New neighbors must be white.

WOLF* – New neighbors must be black.

** This condition must be met after placing a tile and then resolving its effect. It is not checked during scoring.*



Blue actions affect scoring, and do nothing until all tiles have been played. All blue tiles have a number on them. During end-of-game scoring, the effects of blue actions occur in ascending numerical order. Some blue actions involve the placement of point tokens; these tokens are additional points that increase the value of the tile. It is important that these tokens stay on the tile until all blue actions have been completed, as a later action may change the ownership of that tile and all associated tokens.



35 An end of game scoring effect. Blue tiles result in many point tokens and can result in large swings at the end of the game.

Positioning them effectively is crucial to success in EQUINOX.

- 00. SNOW** – Flip the SNOW tile to white.
- 10. INK** – Flip the INK tile to black.
- 20. TOWER** – Place three point tokens on the TOWER tile.
- 30. LOYALTY** – Place one point token on the LOYALTY tile for each neighbor showing the same face as LOYALTY (black or white).
- 35. BETRAYAL** – Place one point token on the BETRAYAL tile for each neighbor showing the opposite face from BETRAYAL (black or white).
- 40. FREEDOM** – Place one point token on the FREEDOM tile for each vacant space it neighbors.

- 50. COIN** – Place one point token on the COIN tile and each of its neighbors.
- 55. WAR** – Place two point tokens on each red neighbor of the WAR tile.
- 65. THEFT** – Place all point tokens from neighbors onto THEFT.
- 70. DISEASE** – Flip the DISEASE tile and all of its neighbors.
- 80. PEACE** – Remove all red neighbors of the PEACE tile from the game.
- 90. VORTEX** – Remove the VORTEX tile and all of its neighbors from the game.

FREQUENTLY ASKED QUESTIONS

Q: What if I have no legal play?

A: If restrictions from different effects force you into an impossible situation, ignore all of the conflicting effects for that tile placement. This can happen due to interactions from MAP, CHARISMA, and POISON, for example.

Q: Does SHIELD protect against a MIRROR copying a red Action?

A: Yes.

Q: Can I use the DESTINY tile to force my opponent to play a tile that is still in the bag?

A: You can name any tiles, and as long as they are in the pool next turn, your opponent will have to play them. If just one of the tiles is there, it must be played, but the other is chosen freely.

Q: Can VORTEX or PEACE split the board into multiple sections?

A: Yes, during end of game scoring the board can be split.

Q: If I play a red tile covering a specific target area (such as the SWORD), can that target area include tiles that are protected by the SHIELD?

A: Protected tiles are illegal targets; they may only be included in the target area if there is no possible target area that hits more legal targets from the position the tile was played. The same goes for empty spaces.

Q: The tile I have played permits me to remove a tile from the board. Can I remove a tile that would split the board into two or more separate parts?

A: No, the board must remain contiguous during play.

Q: Do I have to follow purple tile restrictions during scoring?

A: No, with the exception of MAGIC. SHEEP, CROW, ROOSTER, and WOLF are only checked at the end of each tile placement.

Q: What if I play WIND as my first tile?

A: You select your two tiles before playing either, so WIND will only send the remaining five back to the bag.



THE STRATEGY GAME OF LIGHT VERSUS DARK.
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