Dryad

Designed by Kanare Kato

2 players / 40 minutes / 8 years and older

Dryad is an area control game that utilizes a stacking mechanism. Players aim to grow the dryads (tree spirits) of their own race and help them thrive by planting seeds. One thing to watch out for is that the Mana (source of life) you place to aid growth may also be used by your opponents' dryads.

COMPONENTS

- A hexagonal board with 44 hexes
- Green and white discs (Dryads), 45 of each
- Blue acrylic cubes (Mana), 40 pieces

*Note: There is no limit to the number of components you can use. If you run out of discs during the game, you may replace any disc other than the top disc of a stack that cannot be moved with a remaining opponent's disc, or use equipment from another game as a substitute.

SETUP

The game begins by placing one disc of each color by pie rule. You can choose from the following two options.

(**For Beginners**) The player designated tentatively as White places a white disc on any hex. The other player decides whether to continue as Green or switch places with White, and the player who becomes Green places one of their discs.

(**For Experienced Players**) One player places one white and one green disc on the board, and the other player chooses their color after seeing them.

DEFINITION

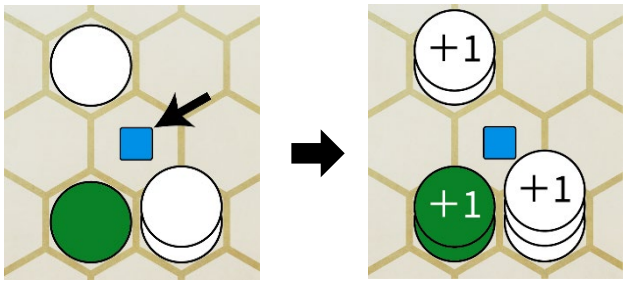
A set of discs piled on top of each other on the same space is called a **stack**. A single disc placed on the space is also a stack of height 1.

GAMEPLAY

Players alternate turns starting with White. The active player performs either one of the following two actions (A or B), or passes their turn.

A） Growth

Place a cube on one of the spaces adjacent to your stack. After placing the cube, add one disc of the same color to each stack (either color) adjacent to that cube.



(Fig. 1-2) White placed a cube at the location indicated by the arrow, causing one disc to be added to each stack adjacent to the cube.

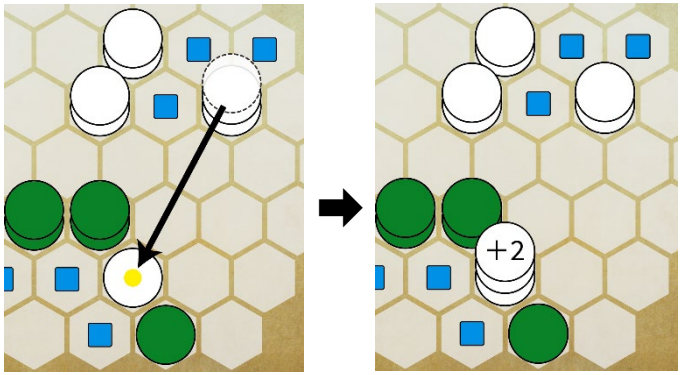
to the back side ⇒

B）Seeding

Take the top disc from one of your stacks of two or more discs, and move it in a straight line a distance equal to the height of that stack. The destination must be an empty space.

If the destination is adjacent to cubes, add a number of friendly discs equal to the number of cubes adjacent to the space onto the disc you just moved.

A moving disc can jump over any number of cubes, and stacks of either color that are lower than the source stack. It cannot jump over stacks that are the same height as or higher than the source stack.

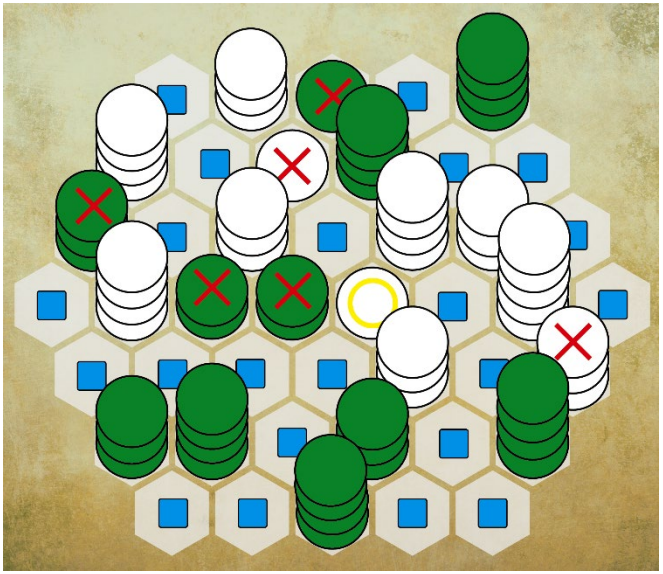


(Fig. 3-4) White moved the top disc from the height-3 stack to the empty space indicated by the arrow (left figure). Since this position is adjacent to two cubes, two discs were added to the moved disc, creating a new height-3 stack (right figure).

GAME END

The game ends when both players pass consecutively or when neither player has any legal moves left.

Check the tallest stacks of each color and remove all lower opposing stacks adjacent to them. Repeat this process in descending order of stack height to ensure that no opposing stacks of different heights are adjacent to one another.



(Fig. 5) Example of an endgame position. The “X” mark stacks to be removed. Note that, as shown by the white disc marked with a yellow circle, there are cases where a player’s stack survives because opponent’s higher stacks are removed earlier. The score is 26 for Green and 30 for White, so White wins.

After completing the above steps, count the number of your discs remaining on the board (for example, count a stack of hight-3 as 3 discs). The player with the higher total wins.

If tied, the player who has more stacks with greater heights after removing wins. A draw occurs only when both players have exactly the same number and height of stacks.

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