

AXIOM RULES

TO SET UP THE GAME

- Assemble the 12 cubes and 4 sceptres into the starting position.
- A symmetrical shape equal for the black and the white from each players point of view. Note that the *single domed cubes* are placed on **top** of the *double domed cubes*.

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TO PLAY THE GAME

- Choose a colour
- Players can only move their **own** colour pieces (6 cubes & 2 sceptres each)
- Black starts the game.
- Take turns to move, whereby each turn involves moving **either** a *cube* **or** a *sceptre* of your **own** colour.
- A *cube* can be moved to a new position.
- A *sceptre* can be moved in a diagonal **or** in a lateral direction over the cube surface.

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TO WIN THE GAME

- The first player to move one of their *sceptres* onto **any** cube occupied (on another side) by their opponent's *sceptre* wins the game

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MOVING A SCEPTRE

- A *sceptre* can be moved across the recessed areas of a cube in **either** a diagonal **or** a lateral direction, moving in a straight line any number of spaces until an obstruction is reached (a *dome* or another *sceptre*).
- Note – The *sceptre* is held in place by a strong magnet. To move, disengage the magnet by **tilting the sceptre** a few degrees.

DIAGONAL MOVE

- A *sceptre* can move vertically or horizontally on a flat surface, it can **not** change plane or jump levels during a diagonal move.

LATERAL MOVE

- A *sceptre* **can** change plane and level during a lateral move by passing straight over the edge of each cube, and continuing in the same direction.

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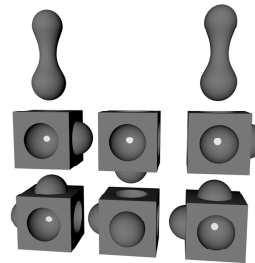
MOVING A CUBE

- A *cube* is not moved along a set route, it is simply lifted from its position and placed in a completely new position.
- When placed in a new position a cube **must** interlock (a dome into a recess) with at least one other *cube*
- A *cube* can be placed on top of another *cube*, but **must** interlock with the *cube* below as a priority.
- A *cube* can **not**:
 - be moved if it is occupied by a *sceptre*
 - be moved if it is underneath another *cube*.
 - be placed under another *cube*.
 - be re-orientated in the same place.

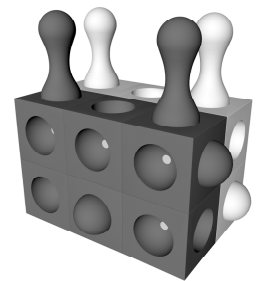
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ELIMINATING A CUBE

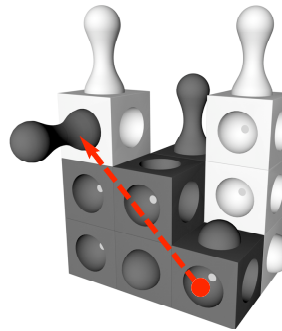
- When a *sceptre* is moved from a *cube* of the opposing colour, and onto a *cube* of its own colour, the opposing colour *cube* is eliminated – is taken out of the game.
 - A *cube* can **not** be eliminated if it is under another *cube* or occupied by a *sceptre*.
 - The elimination of a *cube* is not a choice, it must be removed when the conditions are met, and it can **not** re-enter the game.
- The black *sceptre* is about to move from a white *cube* to a black *cube* as illustrated. At the completion of the move, the white *cube* is eliminated and therefore removed from the game.



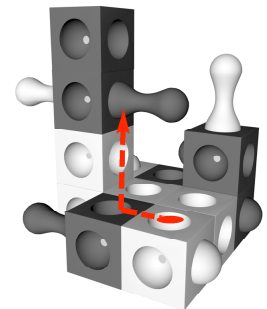
Black Axiom pieces



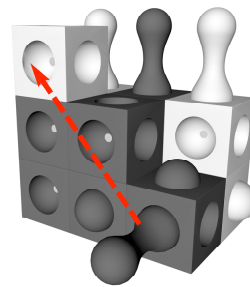
Black & white start position



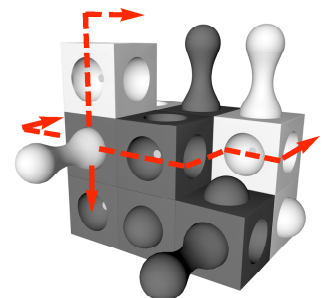
A win position – 2 sceptres on 1 cube



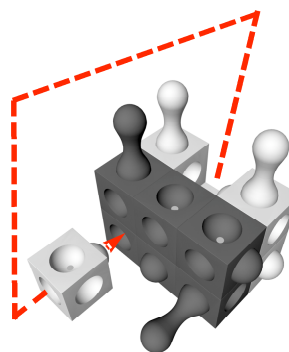
A win position – 2 sceptres on 1 cube



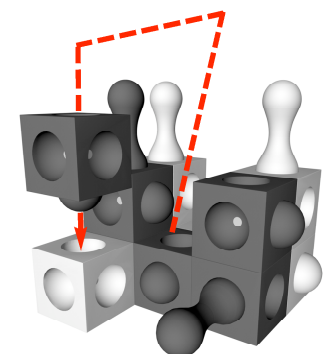
Sceptre Move (diagonal)



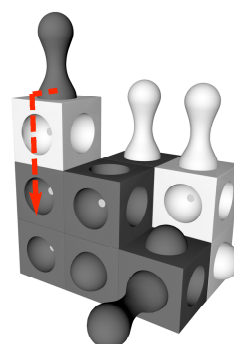
Sceptre Move (lateral)



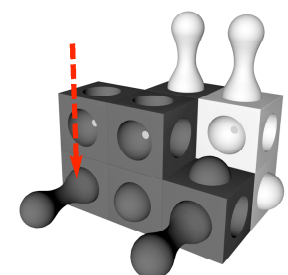
Cube Move (must interlock)



Cube Move (must interlock)



Black sceptre moves off white cube



Result - white cube is eliminated