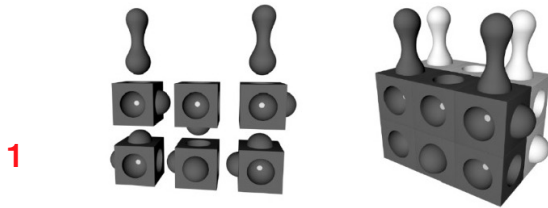
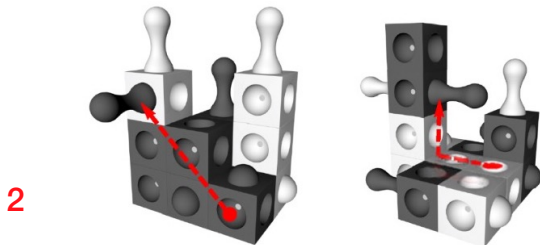


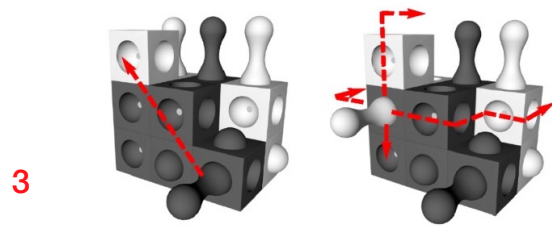
- ~ **Axiom** is a 3D strategy game for two. A new game can begin when the 12 Cubes & 4 Sceptres are placed together as in **figure 1**.
- ~ Start by choosing a colour to play, note that throughout the game players can only move their **own** colour playing pieces.
- ~ Choose who starts, then take turns to move, whereby each move involves moving **either** a Sceptre **or** a Cube of your **own** colour. Two Sceptres on the same Cube ends the game, as in **figure 2**.
- ~ A Sceptre can move in **either** a diagonal **or** a lateral direction over any number of Cube recesses (not over domes), **figure 3**.
- ~ A Cube can be moved to a completely new position, if it is **not** under another Cube or occupied by a Sceptre, as in **figure 4**.
- ~ Any Cube that is under another can **not** be eliminated, **figure 5**.
- ~ A fully illustrated rule & strategy booklet is supplied with Axiom.



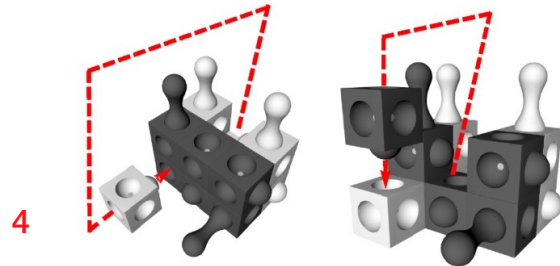
1 Place the 3 single dome Cubes on top of the 3 double dome Cubes. Sceptres on top. Arrange the 2 colours back to back.



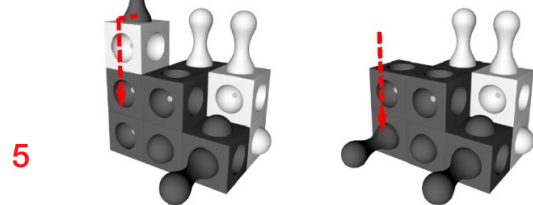
2 To **win** the game land your Sceptre on **any** Cube that is already occupied on another face by the opponent's Sceptre.



3 A Sceptre can move any number of spaces, directly over **any** colour Cube (but not past a dome or a Sceptre) in **either** a diagonal **or** in a lateral direction (above).



4 A Cube can be moved to a new position. It has no set route but must interlock on at least one face. When placed on top of another Cube, it **must** interlock with the Cube below.



5 An opponent's Cube is eliminated when a Sceptre moves off that Cube and lands on a Cube of their **own** colour.