

ICONO CLASH



Category: Abstract Strategy

Mechanic: Area Control

Players: 2-5

Time: 45 minutes

Age: 14+

Components:
1 quad fold board, 72 tokens, 8 gems



WHAT IS THE GAME ABOUT?

You are a Deity engaged in struggle for supremacy with other Deities. Your weapons are your followers, who will form groups and worship icons for your glory. Through iconoclasm, icons will be destroyed until all worship you.



HOW DO YOU WIN?

You win either by placing three icons or by connecting two icons. If one Deity's followers are depleted, the Deity with the most icons or followers wins.

HOW DO YOU PLAY?

The players take turns to play followers of any Deity to the board. Groups are formed of 7 adjacent followers and icons are placed based on the majority of the followers.

When the icons are connected through a path of followers between them, they clash. The weaker of the icons is removed together with its followers while the stronger icon remains with one follower less. This may result in a changed majority, in which case the icon is replaced.

The challenge of Iconoclasm is to play the right followers at the right time and at the right place.



WHAT MAKES THE GAME SPECIAL?

The unique mechanism of Iconoclasm is the circular relation of support between the Deities, where one Deity supports a second Deity and receives support from a third Deity in tied clashes. This state of constantly changing alliances opens up numerous strategic paths. Should you build a strong group of your own followers? Should you support another Deity only to take over its group when it's weakened? Or should you form other groups, see them deformed and among the ruins form your own group? You must find the answer yourself!