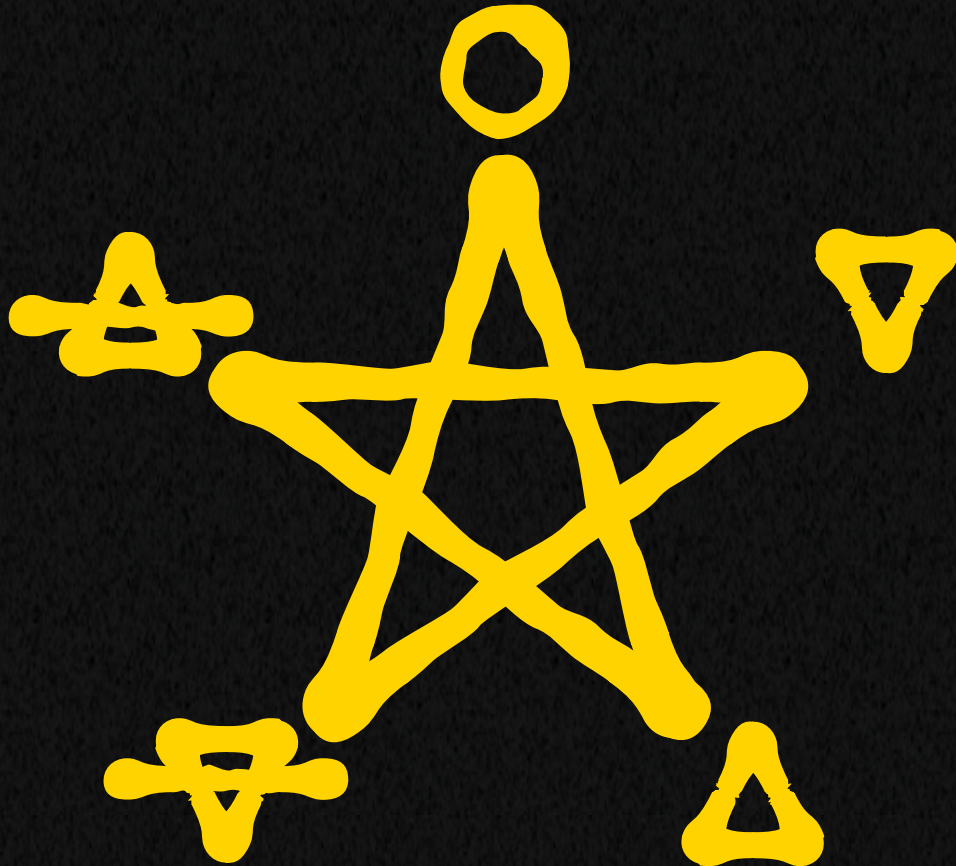


ICONOCLASM®



A GAME OF POWER AND INFLUENCE
IN A CLASH OF DEITIES

FOR 2-5 PLAYERS (PLAYING TIME 45 MINUTES)

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1. INTRODUCTION

The four Deities of Fire, Water, Earth, and Air are entangled in a struggle for supremacy in which there can be only one winner. However, the struggle is not fought by themselves but rather through their followers. As followers meet, different faiths clash until a fragile alliance is formed and an icon is worshipped. As worshippers meet, different icons clash until the surviving followers find a new icon to worship. Eventually, only one Deity will be worshipped and obtain supremacy.

2. GAME COMPONENTS

- ★ 1 game board of 61 hexes.
- ★ 72 tokens; 5 Deity tokens (yellow), 64 Follower tokens, of which 13 Fire (red), 13 Water (blue), 13 Earth (green), 13 Air (white), and 15 Spirit (black). Each Follower has two different faces; one indicating a single follower and one indicating that the follower is part of a group worshipping an icon.
- ★ 140 stickers with colors matching the tokens;. The first time you play the game, please put the stickers on the tokens. Note that the 4 Deity tokens only have a sticker on one face.
- ★ 8 Icons, of which 2 Fire (red), 2 Water (blue), 2 Earth (green), 2 Air (white).



3. GAME SETUP

- I) Randomly take 1 Deity token each. Choose whether to play with open or hidden Deities. The Spirit Deity is only used in the 5 player variant (chapter 13.)
- II) Place 1 starting Follower of each Deity with the single face up on the game board according to the image.
- III) Put 12 of each Follower in a pile next to the board to form a general supply for all players. (For a shorter game, put less of each Follower.)
- IV) Put the 3 remaining Spirit followers and the 8 Icons aside as a reserve.

Note that all followers are used in the game, no matter how many players that participate (chapter 13).

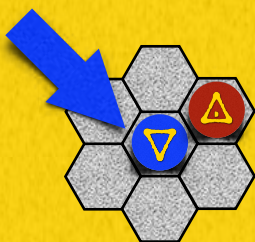


4. OBJECT OF THE GAME

The object of Iconoclasm is to play Followers to the board, engage them in Clashes that remove opponent Followers. The player whose Deity has the most Icons left on the board when the game ends has defeated all other Deities and wins Iconoclasm.

5. OVERVIEW OF THE GAME

1 Take turns to play any 1 Follower to 1 empty hex adjacent to at least 1 other Follower (ch. 6).



2 Form groups of 7 Followers, flip them and place an Icon according to the Deity majority (ch. 7).



3 Connect groups through non-Spirit Followers. Determine the strongest and the weakest group (ch. 8).



4 Deform the weaker group by removing Icon, losing Followers and Spirit Followers (ch. 9).



5 Reform the stronger group by replacing 1 winning Follower with 1 Spirit Follower (ch. 10).



6 Replace the Icon if another non-Spirit Deity is in majority (ch. 10).



6. GAME TURN

The turns are taken clockwise, starting with the youngest player. In your turn, pick any 1 Follower from the general supply and play it to the board with the single face up.

If you take the last Follower of a Deity from the supply, the game end is triggered (chapter 13).

7. FORM GROUPS (INTERNAL CLASH)

Once 7 Followers end up in a hexagonal group, immediately form a group.

Check which non-Spirit Deity that has a relative majority of the Followers in the Group. See Chapter 11 for breaking ties. Place an Icon of that Deity in the group and flip all the Followers in the Group to their group sides.

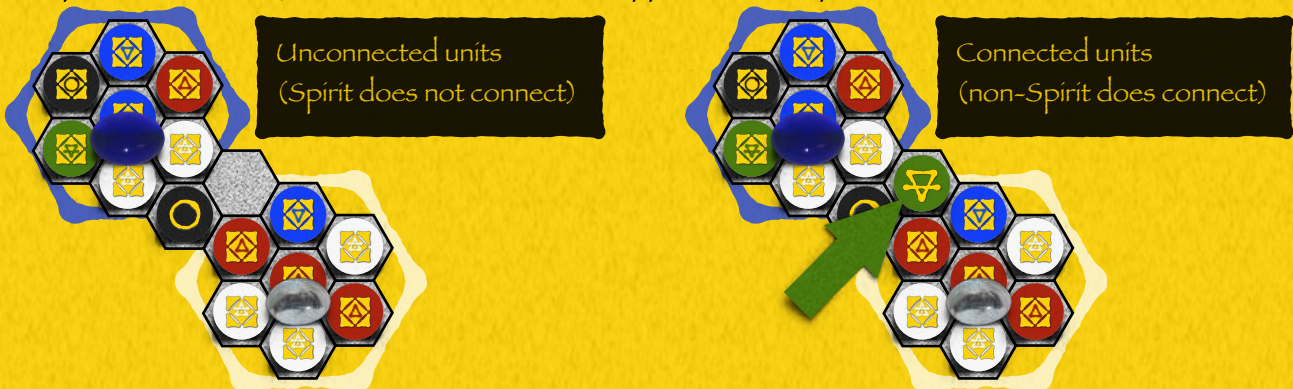


If more than 1 Group can be formed, the player in turn chooses which groups that are formed first. A Follower can only be part of 1 group, i.e. groups cannot overlap each other.

Spirit is a "neutral" Deity that never places Icons.

8. CONNECT GROUPS

Once 2 groups of different Deities end up adjacent to each other or linked by an interrupted path of non-Spirit Followers, they are connected. When this happens, the groups enter an External Clash.



Check which non-Spirit Deity that has a relative majority of the Followers in both groups counted together. Deform the weaker group (chapter 9) and reform the stronger group (chapter 10). See Chapter 11 for breaking ties. A group can be part of several Clashes in the same turn.

If more than 2 groups are connected, the player in turn chooses which groups that clash first. If 2 groups of the same Deity are connected, the game may end (see chapter 13).



Spirit is a "neutral" element that never connects units.

9. DEFORM WEAKER GROUP (EXTERNAL CLASH)

Deform the weaker group by removing from the group the Icon, all Followers of the weaker Deity and all Spirit Followers. The Icon and the Spirit Followers are placed in the reserve and the non-Spirit Followers are removed from the game. Flip the remaining Followers back to their single face. Note that Followers outside the weaker group are not affected.

10. REFORM GROUP (LATENT CLASH)

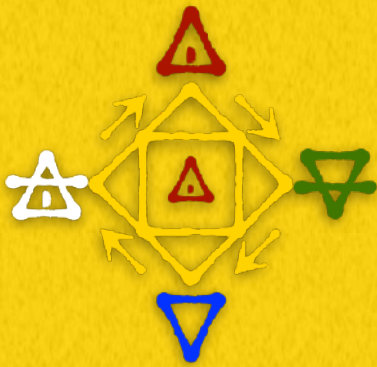
Reform the stronger group by removing from the group 1 Follower of the winning Deity from the game and replacing it with 1 Spirit Follower from the reserve. Remove the Follower closest to the deformed group. If two are equally close, remove the leftmost from the deformed group's perspective. The central Follower is always the last to be removed.

After replacing the Follower, immediately check if another Deity now has a relative majority of Followers in the group. If so, replace the Icon with an Icon of that Deity.



Note that although Spirit may not place Icons, they may be part of groups. If only Spirit Followers remain, remove the Icon and flip back the Followers to their single face.

Spirits in the reserve are unlimited - use alternative tokens if necessary.



11. SUPPORT BETWEEN DEITIES

In case of a tie in a Clash (Internal, External or Latent), Deities draw support from other Deities according to a circular relation depicted to the left (Fire gives primary support to Earth and secondary support to Water and so on).

Deities do not support against own Followers, e.g. Fire does support Earth against Air and Water but not against Fire.

Air does not support Fire against Air but does get primary support from Water against Fire and wins the Internal Clash with 4:3.



Water does not support Air against Water but does get secondary support from Fire against Air and wins the Internal Clash with 3:2.



Resolve the tie by adding first the Followers of the primary supporting Deity and then the Followers of the secondary supporting Deity. If the tie cannot be resolved, then and only then do Deities support against own Followers.

Air normally does not support Fire against Air but since the alternative would be no Icon at all, Fire wins the Internal Clash with 4:3.



Fire, Air and Water are tied 1:1:1 and since Fire is the only one with both primary and secondary support, Fire wins the Internal Clash with 3:2.



If the tie still cannot be resolved, the following happens:

- ★ Internal Clash: No group is formed and no Icon is placed.
- ★ External Clash: Both groups are deformed and both Icons are removed.
- ★ Latent Clash: The group is not changed.

Spirit is a "neutral" element that never supports other units.

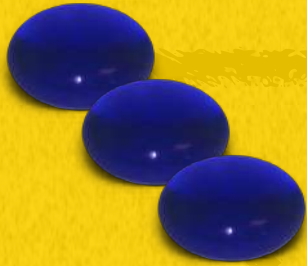
12. GÖTTERDÄMMERUNG (THE END OF THE GAME)

The game may end after a turn if any of the following end game conditions is true.

- ★ A Deity has placed two Icons and gets to play place more Icons. The Deity wins immediately.
- ★ A Deity has connected two or more Icons. The Deity wins immediately.
- ★ A Deity has no Followers left in the general supply. From now on, Followers may only be played if they trigger a Clash, otherwise the game ends. The Deity with the most Icons wins.

In case of a tie, count Followers on the board. If a non-player Deity wins, the game is a draw.

Water has formed 3 units



Water has connected 2 units



The last Water is played, no Clashes are possible and Water has the most Icons



13. RULES FOR DIFFERENT PLAYER COUNTS

- ★ 2 players: Play with 2 opposing Deities each (Fire & Water vs Earth & Air). Win by winning with 1 of your Deities. The Deities still count as separate ones and may clash with each other.
- ★ 3 players: Play with 1 Deity each. At the start of the own turn, a player may start playing the current non-player Deity instead. A player may switch several times in the game.
- ★ 4 players: Play individually or in teams (using the same rules as for 2 players). Teams win by winning with 1 of their Deities and the game may be played either silently or with team negotiations.
- ★ 5 players: Play with the Spirit Deity token. The Spirit Deity strives for balance and wins if the game ends when either no Deity has the most icons or there are no icons at all.

15. STRATEGIC ADVICE

In Iconoclasm, no Deity is strong enough to win on its own. Thus, you must make use of followers of all Deities. Deities that support you are good in clashes with other Deities but since they do not support you against itself, they are best kept outside your groups. On the other hand, it is good to be inside groups of Deities that you support, because such a Deity is likely to win external clashes against other Deities (thanks to your support) but lose external or latent clashes against you (since you will not support it against yourself).

Similarly, no Icon is strong enough to sustain till the end. Thus, you must assess each Icon in terms of strength and sustainability to ensure that opponent Icons are either removed or replace with your Icons at the right time. A group with many followers of the same Deity is likely to last long, particularly if it has supporting followers as well. In the early game, you should aim to be supporter in such groups, and in the late game, you should aim at forming such groups yourself. A group with shattered followers is likely to deform early. Unless it is very late in the game, you should aim at being part of such groups and use them to clash with each other, leaving your followers among the ruins and ready to form a stronger group.

If you keep the following guidelines in mind, your Deity may prevail the ICONOCLASM.

- ★ Don't form own groups too early
- ★ Keep other groups weak
- ★ Don't have too strong supporters in your groups
- ★ Be a strong supporter in other groups
- ★ Connect and conquer other groups

SAMPLE END GAME



This sample end game demonstrates some key concepts of Iconoclasm.

There is one Follower of each Deity left so Susan (Water) will take the last action in the game. Earth has the only Icon and will win whatever Susan does. Or...?

Playing Earth would just form a second Earth group while playing Water would create a Water group that would lose the External clash against the Earth Icon. Playing Fire would also form a Water group since the only untied Deity, Earth, would give primary support to Water.

But what if Susan plays Air and form an Air Group?



An External clash takes place with 5 Air Followers against 5 Earth Followers. Air is supported by 2 Water Followers and Earth is supported by 1 Fire Follower so Air wins 7:6.

The Earth group is deformed, removing the Earth Icon together with the Earth Followers and the Spirit Follower.

However, the Air group is reformed, replacing an Air Follower with a Spirit Follower. This changes the majority in the UNIT.

Water and Air are now equally strong in the group with 2 Followers each. However, of the two untied Deities, Earth gives primary support to Water but only secondary support to Air so Water wins the Latent clash.

The Air Icon is replaced by a WATER Icon and no more Clashes can be triggered so the game ends. With the only Icon left standing, Susan wins the ICONOCLASM!



GLOSSARY

Clash:	A conflict between Deities that may be Internal, External or Latent
★ External clash:	A conflict when a Group is connected to another Group where the weakest Group is deformed
★ Internal clash:	A conflict when a Group is formed
★ Latent clash:	A conflict after an External Clash where the strongest Group is reformed
Group:	A group of 7 Followers in a hexagonal shape
Deity:	The conflicting sides represented by Followers (Fire, Water, Earth, Air and Spirit)
Follower:	A token representing one of the five Deities
Icon:	A gem placed in a Group to show the strongest Deity in it
Support:	The addition of Followers of other Deities in tied Clashes

CREDITS

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Special thanks:	My wife Su-San Oh for her patience
