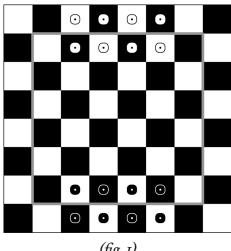
In-Hue-Ence

Materials: I Chessboard 8 Dice in each of 9 colors

Goal: Eliminate all of your opponent's influence dice.

Setup: Each player places their 8 influence dice on the 8 central squares of the two rows directly in front of them (fig 1). Place the remaining 56 dice somewhere that both players can reach. If you would like a shorter game, or if you do not have access to a full set of pawns (if, for example, you are using Icehouse pieces to play), set up the board ignoring the outermost squares, and play on a 6x6 grid instead (as denoted by the gray line, fig. 1).

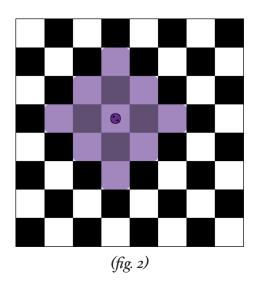


(fig. 1)

Actions: On their turn, a player may do one of the following:

- Place a neutral die from the pool anywhere on the board with the one side facing up.
- Move any dice under their influence and/or promote it. Most dice move I square horizontally or vertically.

Influence: An influnce die has a sphere of influence (fig. 2). A colored die may be moved by a player only if it is within the spheres of influence of more of that player's influence dice than their opponent's. A colored die is within an influence die's sphere of influence if the minimum distance between the two dice is less than or equal to the number on the influence dice.



Combat: A plauer may capture and remove from the board another die if they move a non-influnece die of equal or greater value onto the same square as it. The die being moved is the offender, while the die being captured is the defender.

Colors:

Red -+I power when offending.

Orange - May suicide to attack the adjacent 4 squares with its attack power (fig. 3).

Yellow - May move diagonally as well as performing normal movement (fig. 4).

Green -+I power when defending.

Blue - Must move like a rook in chess (fig. 5).
Indigo - Must move like a bishop in chess (fig. 6).

Violet - Counts as an influence dice belonging to the player who controls it.

