KOPIS

SBG EDITIONS

## A game by *Stefano Di Maria & Chris Loizou*

BACKGROUND

*Kopis is an **abstract**, **two-player game** with an approximate duration of **15 minutes**.*

In **Kopis** you have to defend your strongholds, whilst pushing back the incursions from enemy factions. You find yourselves in a battle to secure your strongholds and surrounding settlements and thus provide safe havens to grow and thrive. The Factions have to avoid being too close to enemy strongholds that cause danger and death to those around them, while they will have to develop their own ones, to ensure prosperous and flourishing territories.

" Who will be able to build the best strongholds to extend their influence and prosperity? "

| Components	Scoring
• 1 board (6x6 grid) • 16 Faction tokens (8 per colour: Black & Red) • 4 Stronghold tokens (2 Black and 2 red) • 1 'last move' Bastion marker	At the end of the game, the tokens will score as follows • Each token adjacent to an enemy stronghold 0 points • Each token adjacent to a friendly stronghold 2 points • Each token adjacent to both a enemy stronghold and friendly stronghold 1 point • Each captured opposing faction token 1 point

SETUP

Basic Version Setup: Place the 4 strongholds in the centre of the board, as shown. Arrange the 16 faction tokens around the board, 4 on each side, as shown. Make sure that a player has the counters of their faction in front of them and to their left. Place the "last move" Bastion marker next to the board **(Fig. 1)**. Everything is ready, let's start!

(Fig. 1)
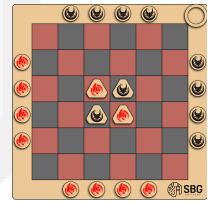
Advanced Version Setup: The rules of the basic version are followed except for the first point, the arrangement of the stronghold tokens. In this version, recommended for experienced players, arrange the 4 stronghold tokens as desired in the board, it is not valid to place the pieces in the first row of each side. The strongholds are placed by the players in alternating turns, two strongholds per player or you can have one player place their stronghold, then the other player place two of theirs and the first places their second one **(Fig. 2).**

(Fig. 2)
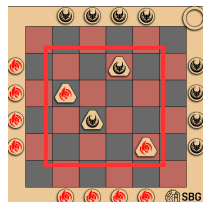
GAMEPLAY

Storm the Castle Mode: As the first player, you slide one of your factions on the board by moving it according to the orientation shown in the example (either vertically or horizontally on any of the 6 rows or columns on the board). It must "butt up" in that single move to either another faction or stronghold pushing one or more tokens already on the board by a maximum of one square **(Fig. 3);** this last condition is necessary for the move to be considered valid. At the end of the move the 'last move' Bastion marker is placed on the faction token just placed **(Fig. 4-4A),** this indicates that the opponent cannot cause that faction to be pushed in the next turn as it has taken up a defensive position. Alternate each player as they move their factions **(Fig. 4-4B)** until they are all played for the game to end and total up the Victory Points as per the table. This version of the game ends in 16 moves, 8 per player.

(Fig. 3)
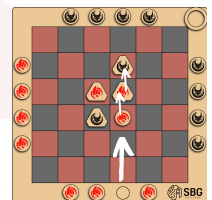
(Fig. 4)
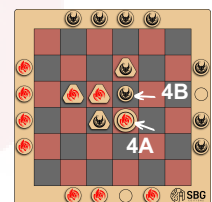
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GAMEPLAY

Capturing Factions: If a faction token is pushed off the board, it is captured and removed from the game. Each captured token is worth 1 point at the end of the game **(Fig. 5).**

(Fig. 5)

If an opposing or friendly faction token is on the edge and appears to be blocking the exit of another token in an attempt to capture it, this is not in fact the case and the opposing faction token can still be captured. **(Fig. 6).**

(Fig. 6)

Strongholds cannot be pushed off the edge of the board. Strongholds can block the capture of factions once they are on the edge of the board.

VARIANT

Sudden Death Mode: Faction tokens can only enter the board on their 4 rows or columns and only move one square at a time orthogonally one faction at a time per player taking turns once they are on the board **(Fig. 7).** The game ends as soon as one of the players moves their 8th Faction onto the board. All Victory Point (VP) scoring is the same as the "Storm the Castle" mode. All other movement, Bastion placement on the last Faction moved and Stronghold pushing rules and constraints are the same including capturing faction tokens. Factions cannot pull Strongholds but only push them.

(Fig. 7)