



BACKGROUND

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

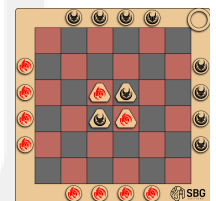
In **Kopis** you have to defend your strongholds, whilst pushing back the incursions from enemy factions. You find yourselves in a battle to secure your strongholds and surrounding settlements and thus provide safe havens to grow and thrive. The Factions have to avoid being too close from enemy strongholds 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 stronghold to extend their influence and prosperity? ”

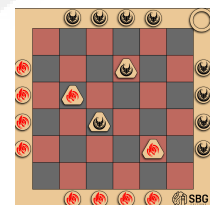
Components	Scoring
<ul style="list-style-type: none"> • 1 board (6x6 grid) • 16 Faction tokens (8 per colour: Black & Red) • 4 Stronghold tokens (2 Black and 2 red) • 1 'last move' Bastion marker 	<p>At the end of the game, the tokens will score as follows</p> <ul style="list-style-type: none"> • Each token adjacent orthogonally to an enemy stronghold 0 points • Each token adjacent orthogonally to a friendly stronghold 2 points • Each token adjacent orthogonally to both a enemy stronghold and friendly stronghold 1 point • Each captured opposing faction token 1 point

SETUP

Basic version Setup: Place the 4 stronghold tokens in the centre of the grid, as shown. Arrange the 16 tokens around the grid, 4 on each side, as shown. Make sure that a player has the counters of his faction in front of him and to his left. Place the last move marker next to the board. Everything is ready, let's start!

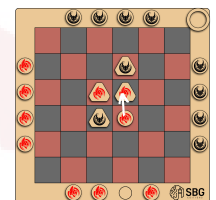


Advanced version Setup: The rules of the basic version are followed except for the first point, the arrangement of the stronghold tokens. In this version, recommended for experienced players, arrange the 4 stronghold tokens as desired in the grid, it is not valid to place the pieces in the first row of each side. The stronghold tokens are placed by the players in alternating turns, two tokens per player.



GAMEPLAY

Storm the Castle: As the first player, you slide one of your factions on the grid by moving it according to the orientation shown in the example (either vertically or horizontally on any of the rows or lines on the board). It must “butt up” in that single move to either another faction or fortress pushing one or more tokens already on the grid by a maximum of one square; this last condition is necessary for the move to be considered valid. At the end of the move the 'last move' marker is placed on the faction just placed, this indicates that the opponent cannot cause that faction to be moved in the next turn as it has taken up a defensive position. Alternate each player as they move their factions until they are all played for the game to end and total up the Victory Points as per the table.



VARIANT

Sudden Death Mode (by Christopher Loizou): Tokens can only enter the board on their line or column and only move one square at a time. The game ends as soon as one of the players moves their 8th and last token onto the board. All VP scoring is the same as “Storm the Castle” mode. All other movement, bastion and fortress pushing rules and constraints are the same.

