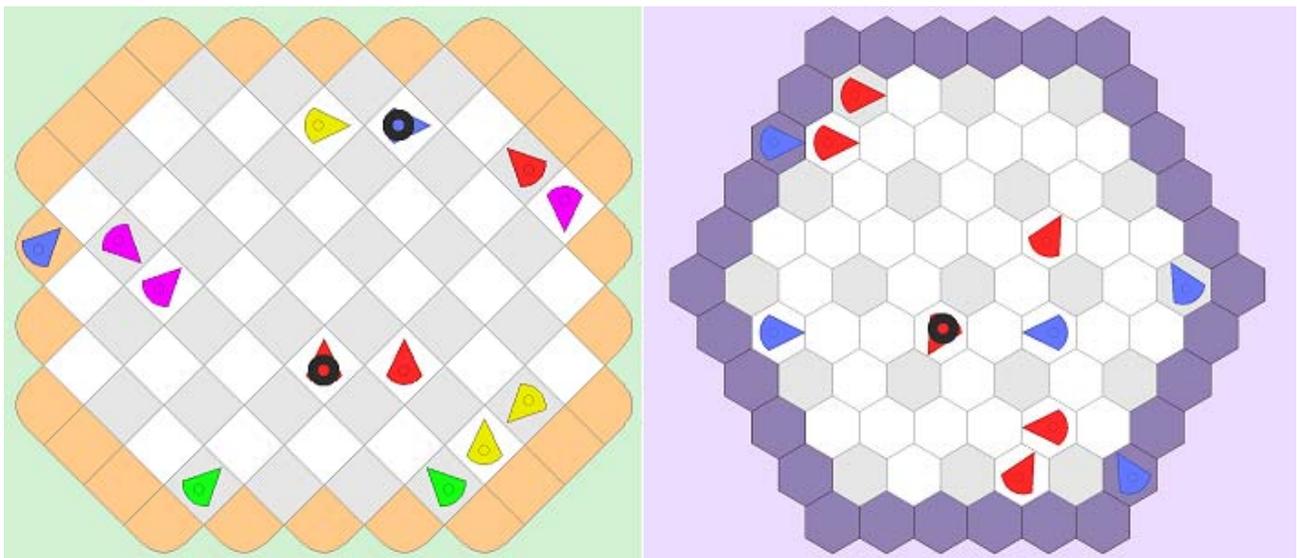


Saaguan is a new, fun, board game of pure skill.
It has simple rules but complex, rapidly-changing situations.
It can be played on the Octaboard or the Hexaboard by 2-6 players.



See the game's website,

Saaguan.com

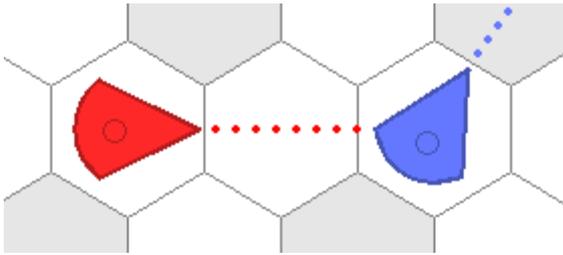
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Introduction



Players have identical pieces called "**Robots**". Each robot has an imaginary "**Beam**"; if it hits an opponent's robot it threatens it.

Here red is threatening blue.

Figure 1

New robots are placed anywhere in the "corridor" of the board (no fixed start position means all games start differently) and can subsequently be moved in three ways:

- Rotate left;
- Rotate right;
- Advance one unit in the direction of the beam.

Every go, players can make **three** movements of **any** their robots. (Giving an average of nearly 2000 possibilities in the two-player game!)

If **two** beams threaten an opponent's robot it is "**Locked**" (shown by the black locking ring); it cannot move and its beam is disabled.

The blue robot here has been locked by red.

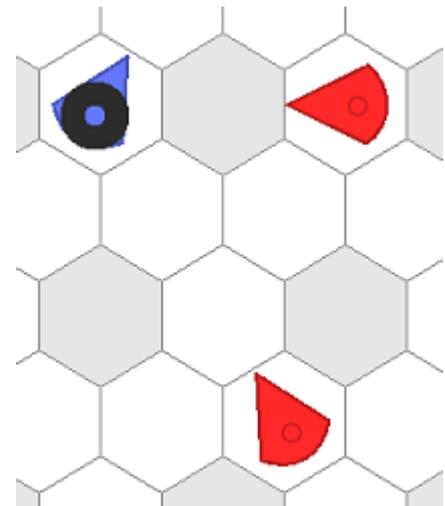
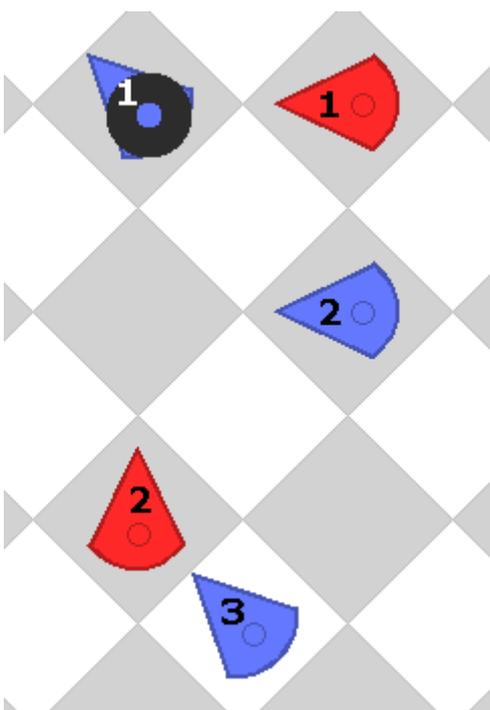


Figure 2

If **three** beams hit a robot, then it is "**Shutdown**" and removed from the board.



There are two ways that a player can rescue, or "**Unlock**", a locked robot to avoid it being shutdown.

Here blue robot no.1 ("Blue-1") is locked by Red-1 and Red-2.

Consider Blue-2:

- If it advances it will interrupt Red-2's beam, unlocking Blue-1;
- If it rotates left, Red-2 will be locked, and its beam disabled, also unlocking Blue-1.

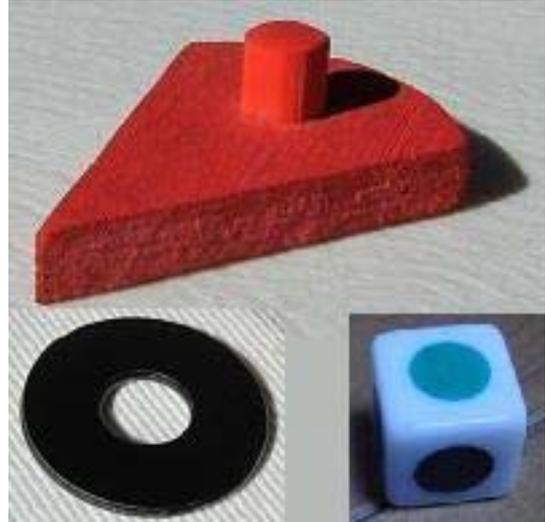
The aim of the game is to shutdown your opponent's robots (before they shutdown yours!)

Figure 3

Saaguan rules

Equipment

- Each game box contains:
 - Two boards: one of squares, ("Octaboard") the other of hexagons ("Hexaboard").
 - 31 "Robots" of 6 different colors; (8 red, 8 yellow, 5 blue, 4 green, 3 orange, 3 purple).
 - 6 black "Locking Rings";
 - 32 points tokens (6 gold for 5-points, 26 silver for 1-point);
 - 3 "Go Back Markers";
 - 1 colored "Who starts" dice;
 - Rules booklet.

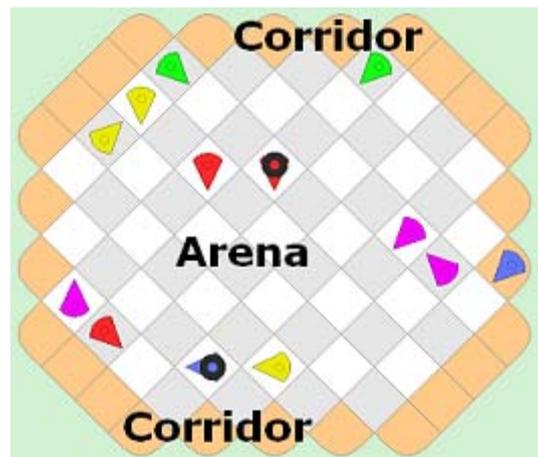


Games

- The normal game is called the "Points" game, for up to 6 players; an alternative for 2 players is called the "Elimination" game. The main aim of either game is to shutdown, or remove, your opponent's robots.

Board

- Both games can be played on either the octaboard, or the hexaboard.
- Each board has a central "Arena" and surrounding "Corridor".



Robots

- Pieces are called "Robots". Each player uses a different color. Each robot has an imaginary "Beam" (See Introduction, figure 1).

Setting up

- At the start of the game, players have the following number of robots:

	Players	Robots	
Elimination:	2	8	Red, Yellow
Points game:	2	6	Red, Yellow
"	3	5	.. and Blue
"	4	4	.. and Green
"	5,6	3	.. and Orange, Purple

These robots are not yet placed on the board.

Start

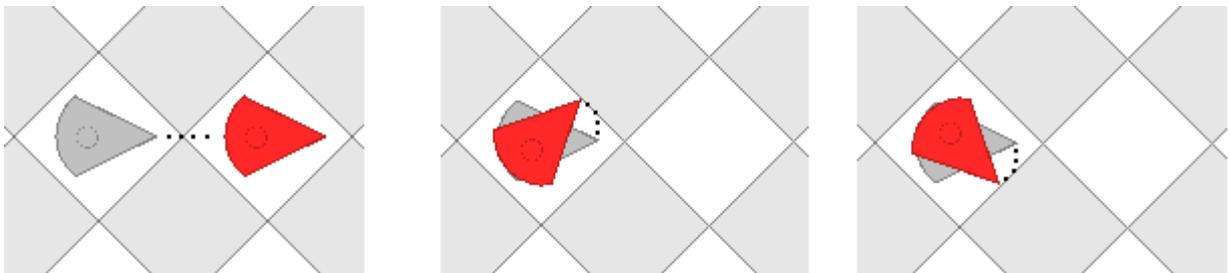
- Throw the colored dice to see who starts; throw again if no player's color is shown. The starting player places a robot on the board (see next rule).

New Robot

8. Instead of moving any existing robots, a player may place a new robot in the corridor of the board, pointing in one of the marked directions.
9. A player that already has 2 robots in the corridor cannot have a new robot.
10. A robot may subsequently move within the corridor, or into the arena, but cannot return to the corridor from the arena.

Moves

11. A robot (whether in the arena or corridor) can move either by
 - advancing one (vacant) position, in the direction of the beam, or
 - rotating, left or right, $1/8^{\text{th}}$ (45°) on the octaboard or $1/6^{\text{th}}$ (60°) on the hexaboard.



There are 8 possible robot directions on the Octaboard, and 6 on the Hexaboard.

12. Each turn, players may make 2 or 3 moves of any of their robots.

2 player game: 3 moves;
3 or more players: 2 moves.

Beam

13. When a beam hits another robot it stops there - it doesn't pass through.
14. A robot in the corridor has no beam, and cannot be affected by another robot's beam in the arena.

Lock

15. If **two** beams hit an opponent's robot it is "Locked"; it cannot move, and its beam is turned off.

A black locking ring is placed over the locked robot.



Unlock

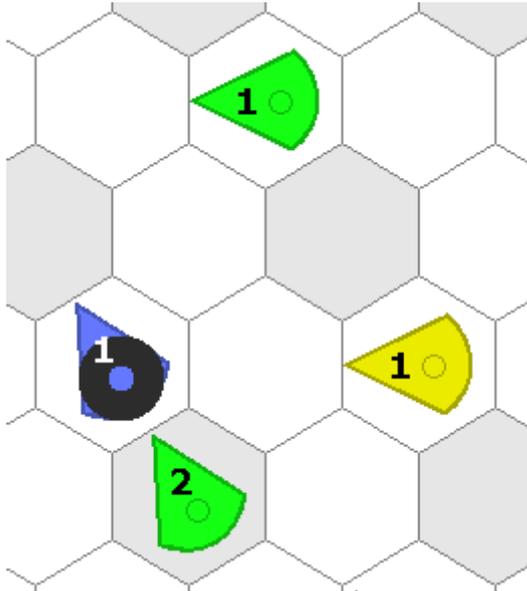
16. A locked robot can be rescued, or "Unlocked", in two ways:
- interrupt one of the attacking beams (by moving another robot in the way);
 - lock one of the opponent's attacking robots.

(see Introduction Figure 3)

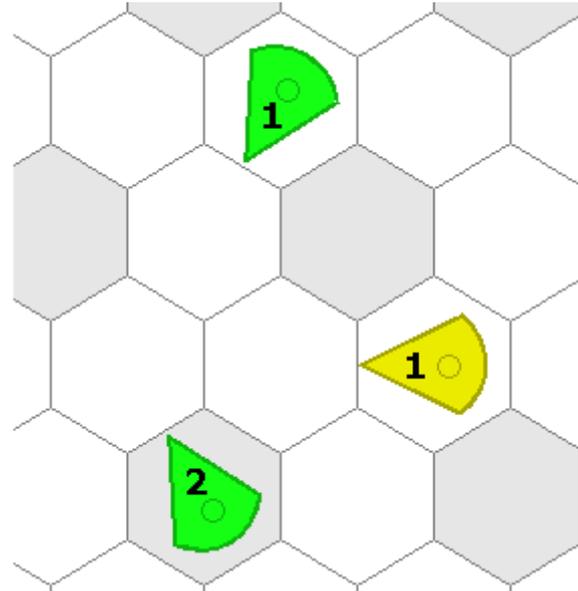
Shutdown

17. If **three** beams hit an opponent's robot, it is "Shutdown" and removed from the board.

Green-1 will rotate left to shutdown the locked Blue robot.



Blue has been removed.



The beams of the three attacking robots will now extend beyond the position of the shutdown robot; check if this has any consequence before continuing with the next move (see rule 28).

Go Back Markers (can be slid under a robot, pointing in the same direction)

18. If unsure about difficult moves, the marker(s) can be placed at the robots' original position(s); if a player changes his/her mind, the robots can then be replaced. Once the markers have been removed, all the moves are final.
19. When making the robot's moves, count out loud "one", "two", ("three") allowing time for the other players to see, and check, all the effects of each move. If no Go Back Markers are used, each move is then final.

Elimination game (2 players)

To Win

20. A player wins when his/her opponent has either:
- only two robots left, or
 - all remaining robots locked (rare!).

Points tokens are not used.

Points game (2 – 6 players)

Points

21. When a robot is shutdown, each of the 3 attacking robots earns a point for its player. (The silver token is worth 1 point; the gold 5 points.)

e.g. See Rule 17 picture:

2 Green robots and 1 Yellow robot have shutdown a Blue robot, so Green gets 2 points, Yellow 1 point.

The shutdown robot is placed in the "Robot Recycler" (in the box). Thus for the 2-player game you get 3 points for every shutdown.

Recycle Robot

22. Players that have used all their robots, can "pay" one point to get a new robot from the recycler. (If one of theirs has already been shutdown.) It is immediately placed in the corridor, according to the "New Robot" rules (10-12).

A player with zero points can get a recycled robot free.

All locked

23. A player whose robots are all locked in the arena misses a turn.

No Change (only for games with 2 moves per turn: 3 or more players)

24. Rotating the same robot left, then right again, (or right then left) without causing any change to the board situation (no lock or shutdown), is illegal.

To Win

25. The table shows the number of points needed to win:

Players	Winning score
2	17
3	13
4	11
5, 6	9

26. The game ends immediately when a player reaches the winning score, even if that player has remaining moves in that turn.

In case two or more players pass the winning score at the same move, the winner is the player with:
(in order of priority)

- a/ the most points;
- b/ most unlocked robots in the arena;
- c/ most robots in the corridor;
- d/ most locked robots;
- e/ the player (with the winning score) whose turn it is.

Otherwise, (3 or more players only; quite unlikely) it is truly a draw!

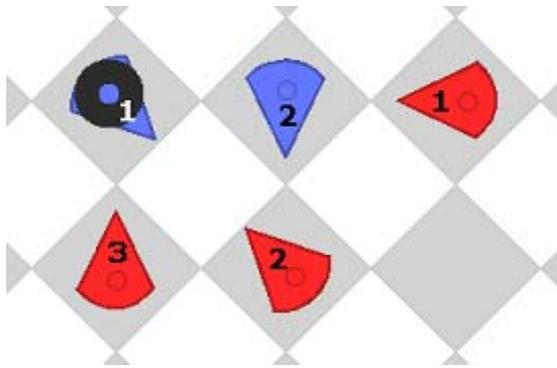
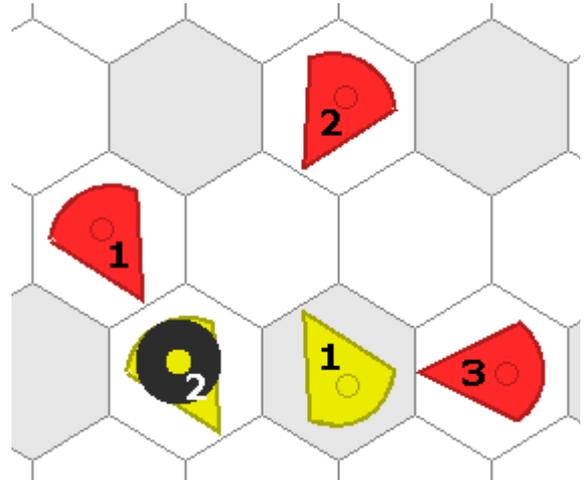
... and for all games ...

(These remaining rules can be omitted when first testing the game.)

Effects while moving

27. Consider the effects of a robot leaving one position, before arriving at its new position.

Yellow-1 thinks it is safe to advance, but this is wrong! As soon as it starts to move, Red-3's beam is unblocked, and Yellow-2 is shutdown.

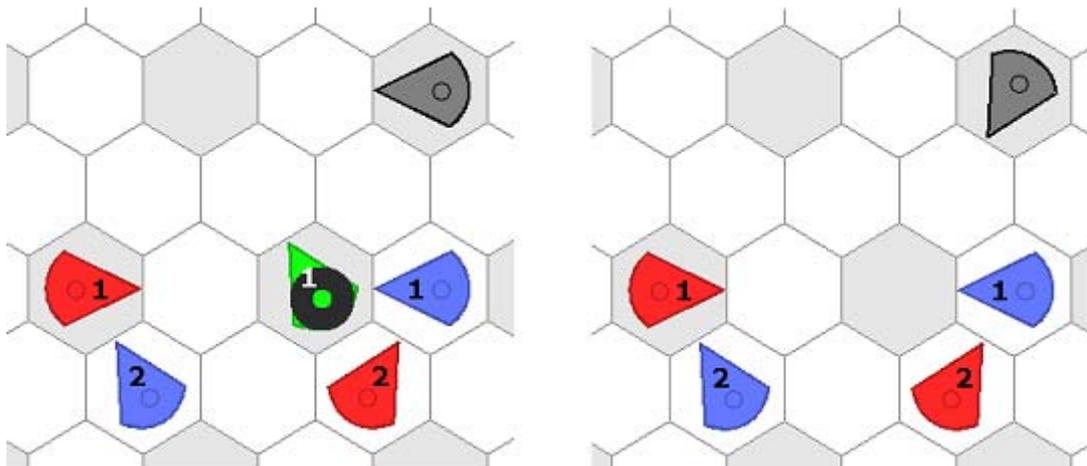


The red player thinks of rotating right Red-2 to lock Blue-2.

But as soon as the beam leaves the already locked blue robot, it will be unlocked, and Red-2 itself will be locked!

Advantage

28. If any ambiguous locking situation arises, the player whose turn it is can decide to his/her advantage. (Without breaking rule 27.)



Here, the "gray" robot rotates to shutdown Green-1. Now there is an ambiguous situation – is Red-1 locked, or Blue-1?

If the "gray" robot were red, then the red player would play the advantage and lock Blue-1. If "gray" were yellow, then, in the spirit of the game, yellow should give the advantage to the losing player.

Fail to play

29. A player that fails to bring any robot into the arena, for five consecutive turns, shall be considered to have "resigned"!

Stuck in a loop

30. If it ever happened that players kept repeating the same sequence of moves, then the game would be declared a draw.

Handicap

31. If an advanced player plays a beginner, the advanced player could start with one, or two, less robots as a handicap to make the game more even and fun.

Recommend:

32. Display your tokens on the table, so other players can see how many points you have.
33. With more than 2 players events can be unpredictable - just play quickly and for fun! Don't make secret alliances!