



PRIZMIK



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OVERVIEW

PRIZMIK is a two-player strategy game in which each player commands an armada of *bases*, *ships*, and *fighters*. The objective is to destroy all of the opponent's bases currently on the board. A player must move, deploy, or capture on their turn. "Unproductive" moves are allowed.

Base: the large pentagonal prism.

Ship: the medium-sized pyramid that fits inside a base.

Fighter: the small dodecahedron that fits inside a ship.

A **fleet** is a combination of pieces in which a fighter and a ship are nested together inside a base.

SETUP

Equipment:

1. Six fleets for each player
2. An 8x8 square game board

Number of players: 2

Start of Play

At the start of the game, each player places three fleets on their own end of the board. One fleet is placed in the left corner, one in the right corner, and one is placed in the right-of-center space. The other three fleets are set to the side as reserves. Red goes first.

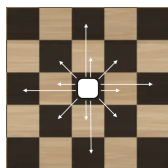
MOVEMENT

Movement takes one turn. A move cannot be made onto or through an occupied space. A fighter is carried by a ship if the fighter is not yet deployed from that ship.

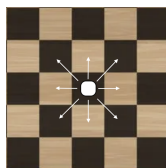
Base: A base cannot move to any new spaces.

Ship: A ship can move two spaces forward, backward, left, or right. It can move one space in any direction.

Fighter: A fighter can move one space in any direction.



(a) Ship movements



(b) Fighter movements

DEPLOYMENT

If a larger piece contains a nested smaller piece, it can deploy that piece only to an unoccupied space directly in front, back, left, or right. It cannot deploy a piece diagonally. If a larger piece does not contain a nested smaller piece, it cannot deploy one. Deploying takes one full turn. Anytime during their turn, a player can lift their

opponent's bases and/or ships to temporarily to check if a ship or fighter has been deployed from those pieces.

Base: A base can deploy a ship, if inside it.

Ship: A ship can deploy a fighter, if inside it.

Fighter: A fighter cannot deploy anything, but it can be used to promote a reserve fleet.

Fighter Promotion: When a player's fighter moves to an empty space on the opponent's end of the board, and the corresponding space on the player's own end of the board is unoccupied, the player's reserve fleet must be deployed on the corresponding space, if a reserve fleet is available. The promoting fighter must be removed from the board when the reserve fleet is placed. All the above occurs in one turn. If the corresponding space is occupied, no promotion occurs, and the fighter remains in play. If no reserve fleet is available, promotion will not occur. Promotion requires a fighter movement, so if the corresponding space becomes unoccupied, and the fighter

occupies its opposite, promotion will not occur until the fighter moves onto that space again from a different space.

CAPTURE

Capture takes one full turn. When a piece is captured, it is removed from the board. The adjacent space from where a capture is initiated must be reached in the previous turn. If a piece is captured while it contains a smaller piece, the smaller piece is also captured. Refusing to capture during a turn is allowed, provided that any alternative move, deployment, or promotion is possible elsewhere.

Base: A base cannot capture any other piece.

Ship: A ship can capture a base from an adjacent space to the front, left, or right. A base cannot be captured diagonally by a ship. A ship cannot capture another ship nor capture a fighter.

Fighter: A fighter can capture a ship from an adjacent space to the front, back, left, or right. A ship cannot be

captured diagonally by a fighter. A fighter can capture another fighter from any diagonally adjacent space. A fighter can only be captured by another fighter.

DRAW CONDITIONS

If a player cannot make any legal move, deployment, capture, or promotion due to enemy obstacle, the game is a draw. If a player runs out of ships and promotable fighters, yet has at least a base remaining, the game is a draw.