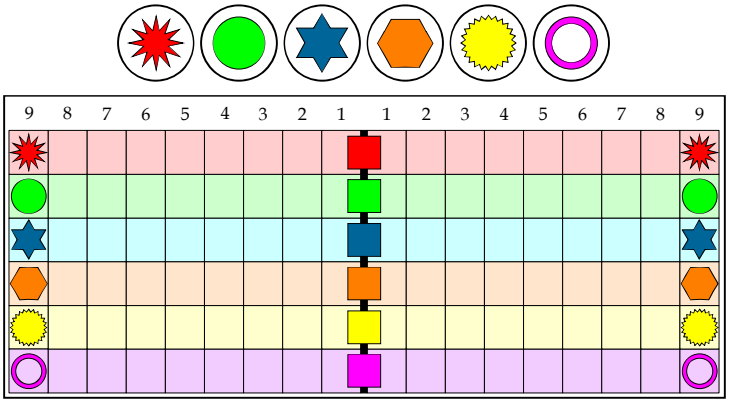
AXIO – Duel *hexagonal*

New duel variant for 2 players, requiring an additional duel board and 6 duel tokens (see below).

Preparation

Set up the game for 2 players as usual.

Instead of using individual score boards, place the duel board between the two players. Use only one set of counters, placing one counter of each colour on the dividing line in the middle of each track on the duel board. Display the 6 duel tokens face up above the duel board.



Play

Play as usual. When you score, advance the respective colour counters on the duel board in your direction. (From the dividing line, the counter moves onto the first space on your side of the duel board, thereafter the dividing line no longer counts as a space.)

Bonus Play

You cannot advance the counters beyond the final space (value 9) on your side of the duel board. For each counter that reaches the final space, call out “Axio” and place the corresponding duel token face up in front of you. Then you get an instant bonus play of one tile as usual.

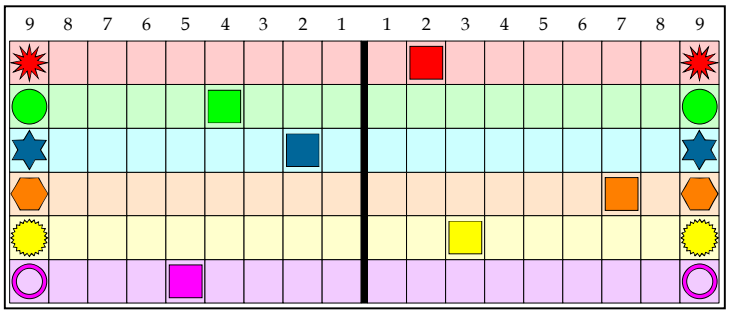
As long as you have the duel token in front of you, you cannot get another bonus play in that colour. If your opponent has one of the duel tokens in front of him and you succeed in advancing the respective counter all the way to your final space, you take the respective counter from your opponent and then you get your bonus play.

Swap Tiles

Before you refresh your hand as usual, if you have counters on the final space of the score board, you may put aside any tiles from your rack that show at least one of the respective symbols and refresh your rack to 6 tiles from the bag. Thereafter return your old tiles to the bag.

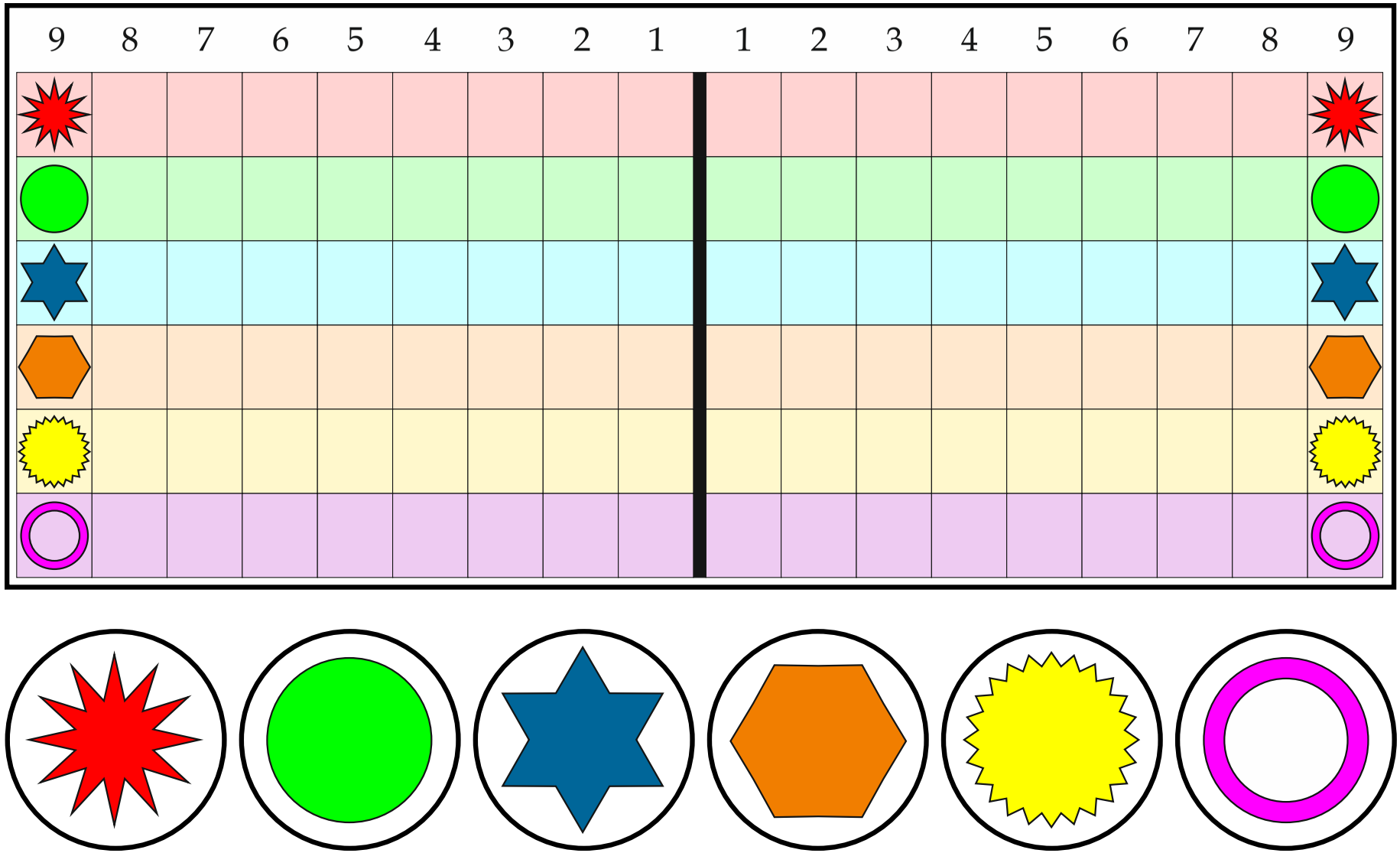
Game End

As usual, the game ends when no further tiles can be played. The player with more counters on his side of the score board wins. To break a tie, when both players have 3 counters on their side, compare the lowest positions of the counters on each side, as usual.



player A - wins *player B*

In the rare case that one player succeeds in having all 6 counters on his side of the score board, he wins instantly.


9 8 7 6 5 4 3 2 1
1 2 3 4 5 6 7 8 9