

Sedona Vortex

Designed By: Danielle Reynolds & Josh Kaplan

Art by: Danielle Reynolds

Ages: 10+ | Players: 2 | Playtime: 15 minutes

Components

- 1 Board
- 5 Red Stones
- 5 Black Stones
- 1 Rulebook

Object

In Sedona Vortex you work to outmaneuver your opponent by teleporting and stacking on top of their stones to lock them into place. Be the first player to get your stones on top of the stacks in the middle of the two spirals to win the game!

Setup

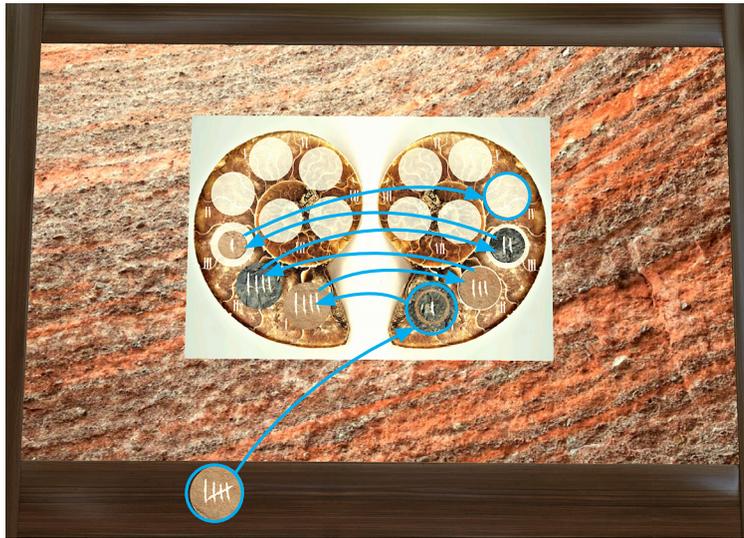
1. Place the board in the middle of the table.
 - Decide who will play each color. Hand those players their stones.
 - To determine the first player, have one player take the smallest stones of each color in their hands and mix them up before holding out their closed fists to their opponent. Their opponent picks a hand, the stone in that hand decides who will be the first player.



Gameplay

1. On your turn you may choose to make one of two different actions.
 - If you still have stones that have yet to enter the board, you may choose to play a stone from off the board onto the first space, the one marked with the roman numeral "I," on either spiral.
 - If you already have stones on spaces on the board, you may choose to move one of those stones one space forward on its spiral.
 - Stones on the board may never voluntarily be moved backwards.
2. With either option, if the space you move your stone onto has a stone of the **same size** as your stone, or **larger**, you **stack your stone on top of that stone**.
 - Only the top stone on a stack may move, moving off of that stack and freeing the stone underneath.
3. If your stone would move onto a space where there already is a stone **smaller** than the stone you're moving, you begin a **teleportation**.
 - First you teleport your stone to the same number space on the other spiral, if that space is empty or contains stones that are all larger or the same size as the stone that teleported, the stone remains there and your turn ends.





- If that space also contains stones smaller than the stone that teleported there, the stone will teleport back to the first spiral but move on to the next number space. If that space is either empty or contains stones that are all the same size as the teleporting stone or larger than it, it will remain in that space and the turn will end.
 - If that space also contains smaller stones than the teleporting stone, it will teleport back to the same number space on the other spiral.
 - This continues until you land on a legal space with either no stones on it or only stones that are the same size or larger than the teleporting stone.
4. A **special type of teleportation** happens on the **last spaces of the spiral**.
- If you move a stone to the last space of a spiral and there are stones there smaller than the moving stone, it teleports to the other spiral as normal. If the last space on the other spiral is empty or only contains stones larger or the same size as the teleporting stone, it will remain there and the turn ends, as is normal with a teleporting move.
 - However, if the last space on the other spiral has stones on it smaller than the teleporting stone, it causes a special type of teleportation unique to the last spaces. The teleporting stone will teleport back to the last space on the first spiral and force all stones on that space that are smaller than it to teleport back to the first space on that same spiral. Those stones move together as a stack and may teleport further if the first space contains a smaller stone than the bottom stone on their stack according to the normal teleportation rules.
5. If you ever find yourself in a situation where you cannot make a legal move on your turn, because all of your stones are on the board, either under stacks with your opponent's pieces on top or on the last space of a spiral, you must pass your turn.
- You may never pass voluntarily, and if you cannot make a move you must pass.

Winning

The game is won if you ever have your stones on the tops of the stacks on the last spaces of both spirals, regardless of how you got there or how high those stacks are. They can even be stacks of only one stone. Shake hands with your opponent and play again, though allow whoever lost the last game to go first this time.

