

TACTRICS

by Hans Beeftink

# VORTEX



EN

GETTING STARTED

# #1 CROSSING

## GAME OBJECTIVE

To win be the first player to move your routers from your starting location to your goal area.

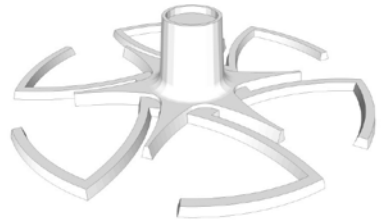
## GAME PARTS



ROUTER



CONTROLLER



TOWER

## SET-UP

Choose a colour and set up your routers according to the number of players (figures 1, 2 and 3). Use the controllers to identify your starting area and your goal area. The goal areas are the 6 spaces surrounding a tower on the opposite side of the board (figure 4).

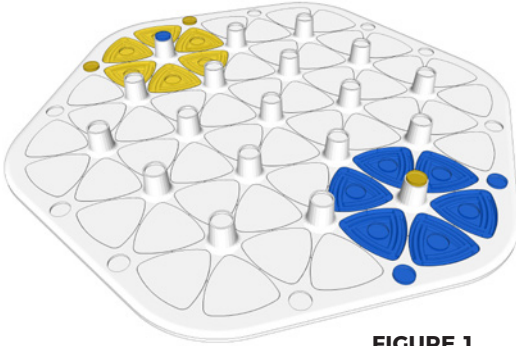


FIGURE 1

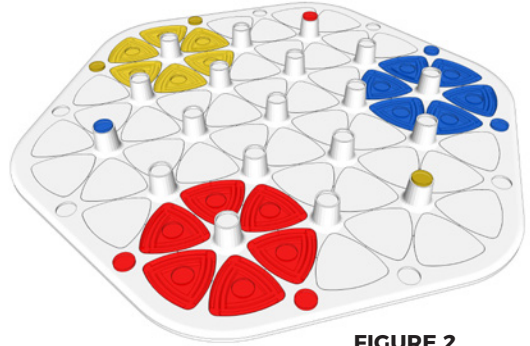


FIGURE 2

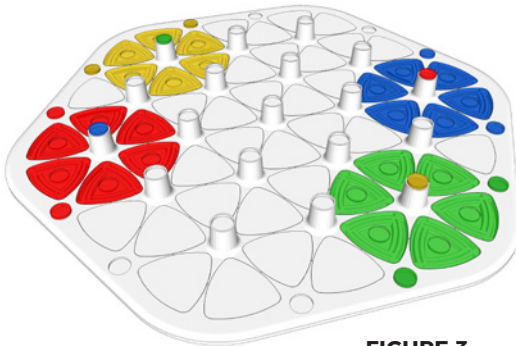


FIGURE 3

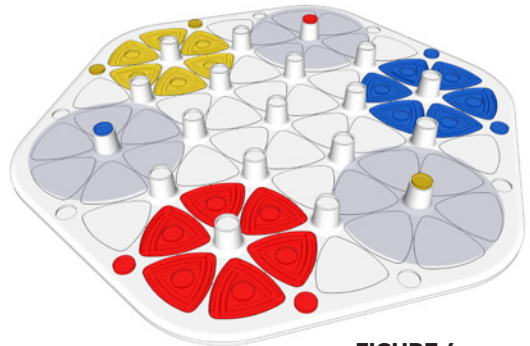


FIGURE 4

## MOVING

Players move their routers by lifting the towers and turning them one position, either clockwise or counter clockwise. This is called an action (figure 5). You may only turn a tower if you have or are tied for the majority of routers around it.

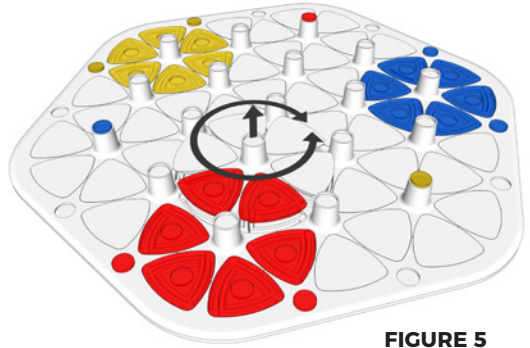


FIGURE 5

## ACTIONS

During the game, players take turns performing actions, but the number of actions a player can perform is limited at the beginning of the game. For the first three turns (regardless of the number of players), the number of actions are: first player turn: 1 action, second player turn: 2 actions, third player turn: 3 actions. After the third player turn, each player can perform 4 actions until the end of the game.

### TWO-PLAYER GAME (A & B) STARTING SEQUENCE

PLAYER	ACTIONS
A	1
B	2
A	3
B	4

### THREE-PLAYER GAME (A, B & C) STARTING SEQUENCE

PLAYER	ACTIONS
A	1
B	2
C	3
A	4

Hereafter, all players perform 4 actions until the end of the game.

**Note:** You may divide your actions between different towers. You must perform at least one action on your turn, but you may pass your other actions.

## PLAYING THE GAME

Choose a starting player and proceed in a clockwise turn around the table. Be sure to follow the starting sequence of increasing actions. The game ends immediately when a player's last router lands in their goal area.

## **WHAT'S MORE...**

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Please feel free to improvise, there are many possible starts and finishes!  
For Crossing Advanced and some other nice games see the 'advanced & more' manual.

Several concept games playable.

Be the first to see a sneak preview of our future extensions!

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