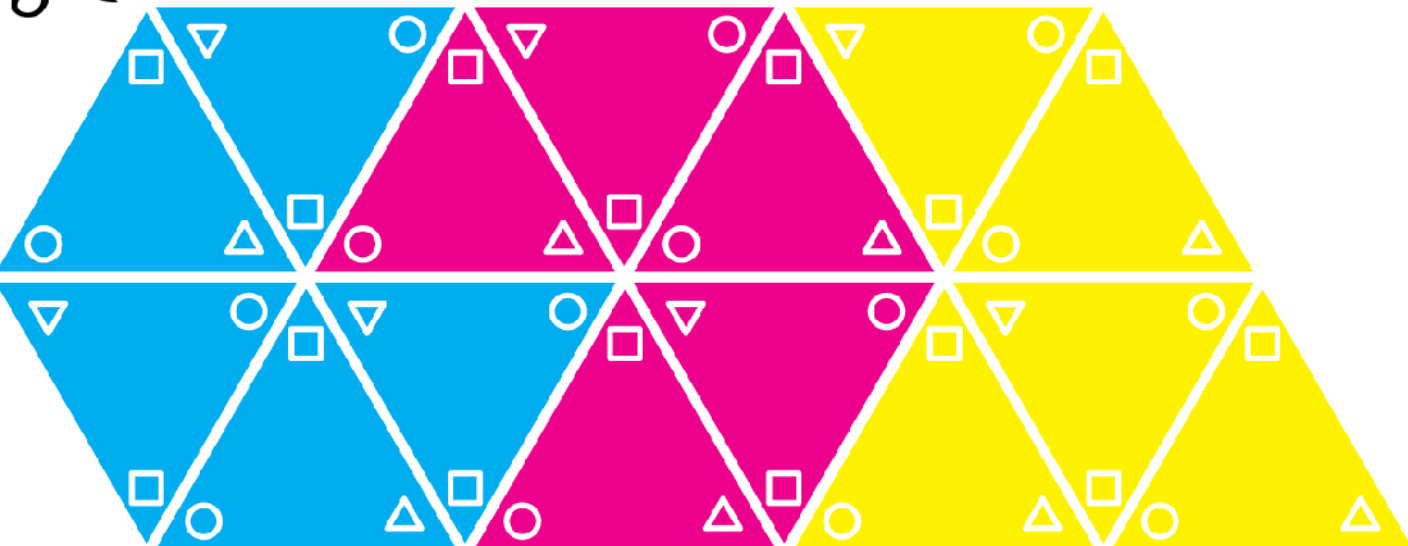
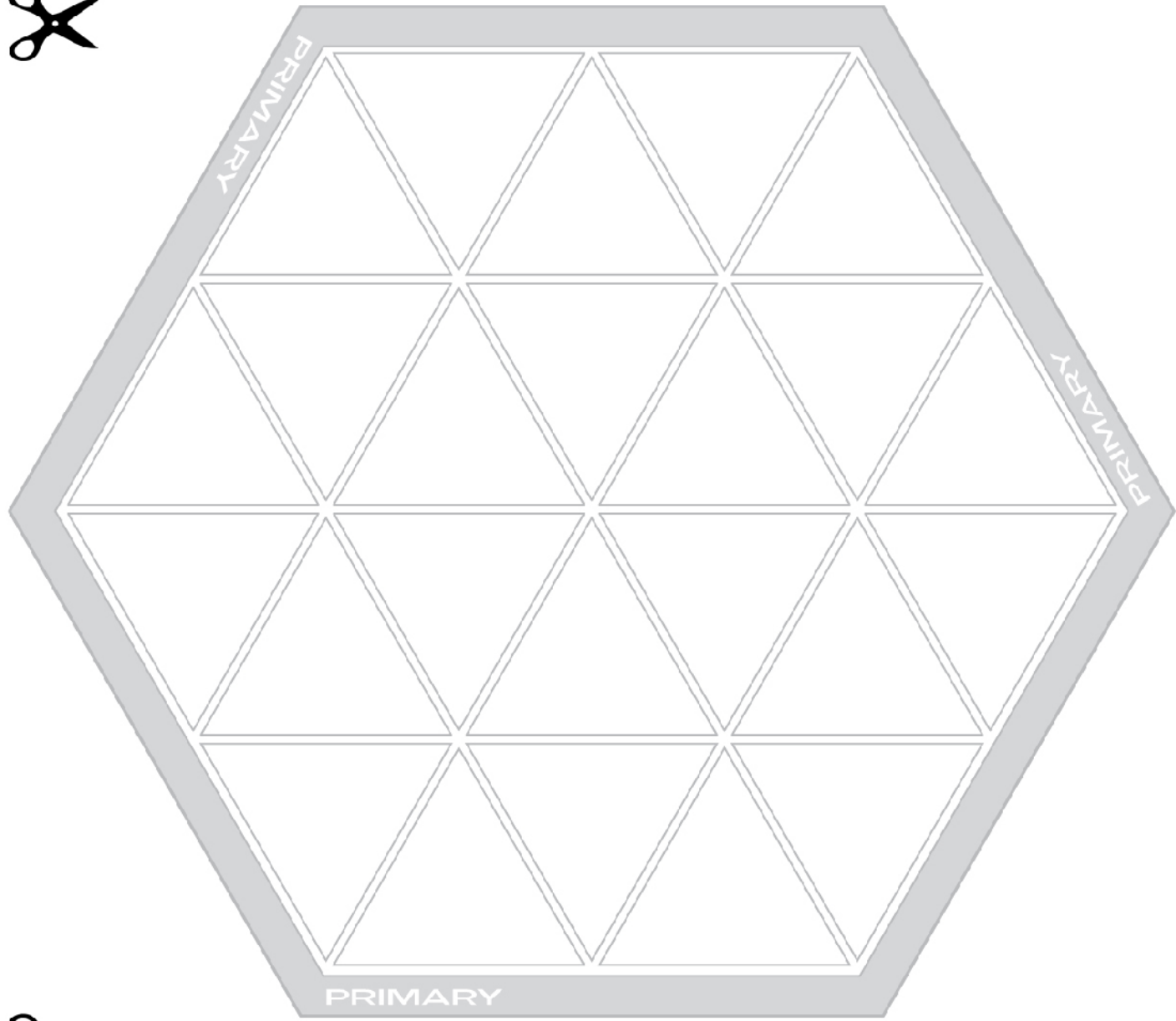


PRIMARY

by Fernanda de Uriarte and Manuel Harari

PRIMARY

The board and pieces.

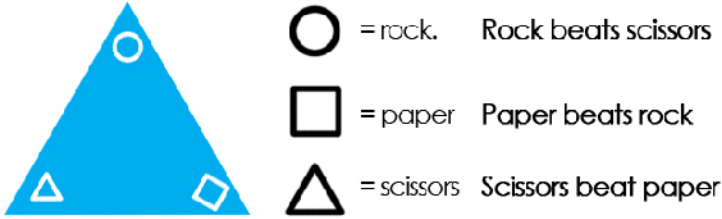


PRIMARY

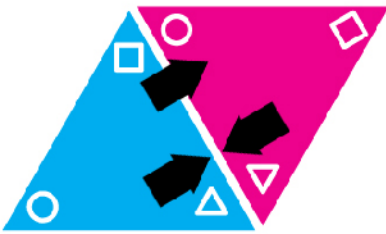
Getting started.

The aim of the game is to clear your opponents pieces from the board by winning "rock paper scissors" challenges. A challenge occurs when 2 pieces from different players are next to each other on the board. The last player to stay on the board is the winner.

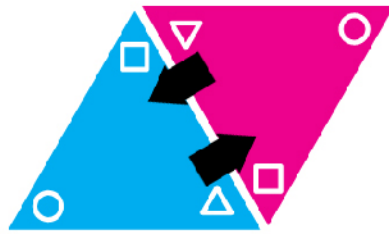
Each board piece displays a symbol on each of its vertices:



When 2 pieces of different colours are next to each other, the symbols on the neighbouring vertices challenge each other.



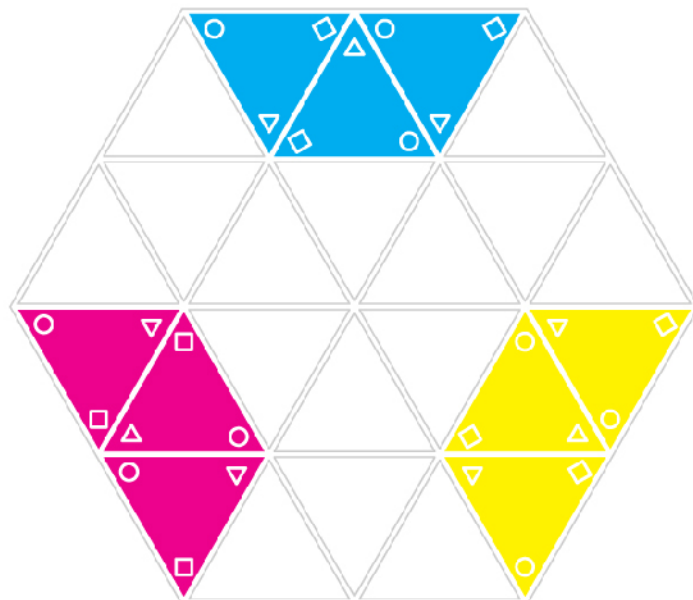
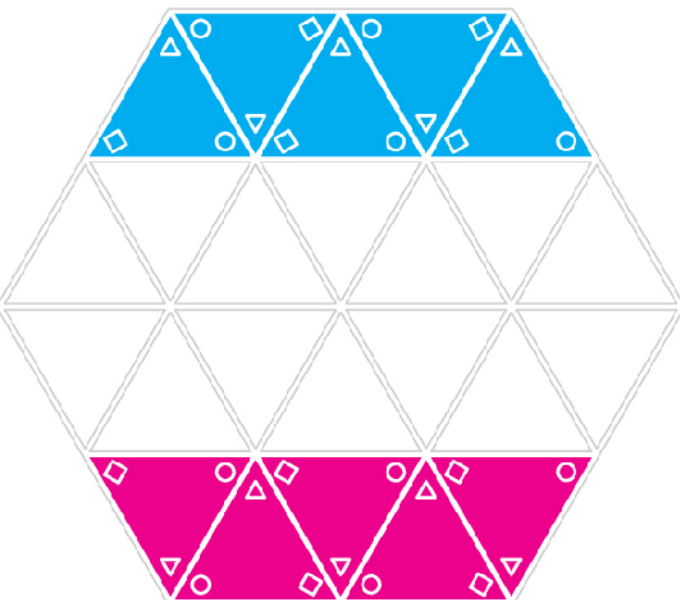
Paper beats rock.
2 Scissors cancel each other.
Cyan wins over magenta.



On the top challenge, the scissors on magenta beat paper on cyan.
However, on the challenge at the bottom, scissors on cyan beat paper on magenta.
This is a tie.

Primary can be played by 2 or 3 players. If played by 2 players, they both start with 5 pieces. 3 players start with 3 pieces each.

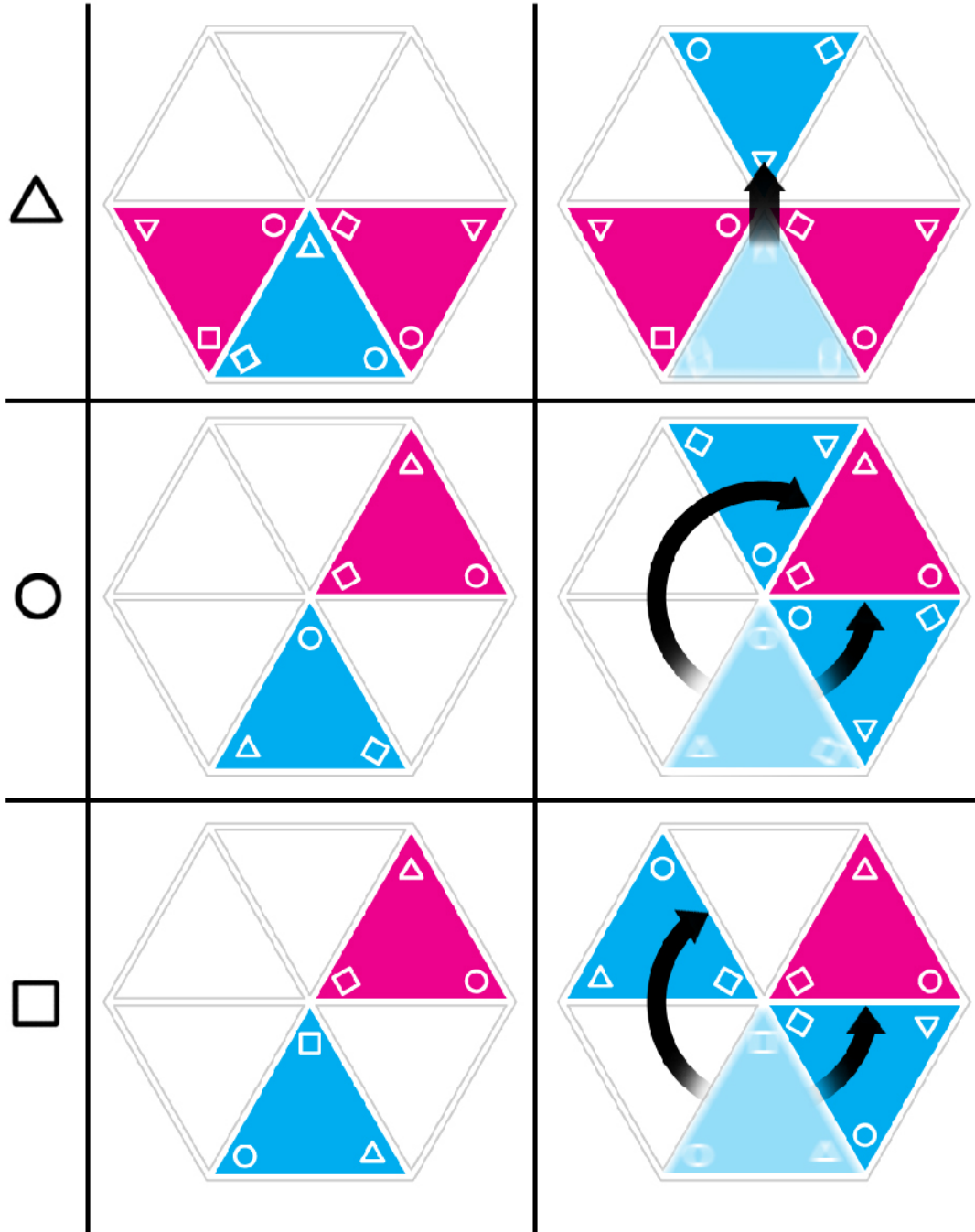
Starting position of the pieces on the board:



PRIMARY

Moving the pieces.

Every piece can move in 3 different ways, depending on the vertex it is moved from. On each turn, the player is allowed to move one piece from the vertex of his/her choice.



The triangle vertex (scissors) allows the player to move the piece to the space opposite to it as long as it is not occupied.

The circle vertex (rock) allows the player to rotate the piece using that vertex as axis. The piece can rotate as many spaces as the player wants until another piece stops its rotation.

The square vertex (paper) allows the player to rotate the piece using that vertex as axis. The piece can rotate 2 spaces or one, if the second space is occupied.