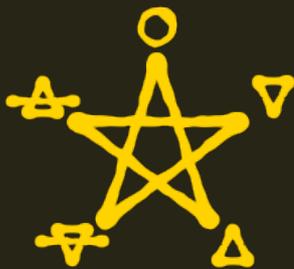


ICONOCLASM



Category: Abstract Strategy, Card

Mechanic: Pattern Building

Players: 2-4

Time: 15 minutes

Age: 12+

Components:

18 cards



WHAT IS THE GAME ABOUT?

You play elements from your hand to the table and strive to obtain a majority. Once an element is played, it clashes with all adjacent elements, causing none, one or both to flip to another element.



HOW DO YOU WIN?

When all elements have been played, the player with the most elements face up wins. In case of a tie, the player with the largest group of adjacent elements wins.

HOW DO YOU PLAY?

The players take turns to play element cards to the table. They represent one element each and start with cards of their own element. However, the back of each card belongs to another element and they may flip back and forth during the game.

Each element has a strength relation to another element; stronger elements will flip the weaker ones while equally strong elements will flip each other. An element must be played adjacent to at least one other element, after which the clashes are resolved one at the time. A player may choose which element side to play face up.



The challenge of Iconoclasm is to find not only the best place for each element but also the best side. Playing an element that flips several elements to your side is a strong move but so is playing an element that forces the next player to flip elements to your side!

WHAT MAKES THE GAME SPECIAL?

The unique mechanism of Iconoclasm is the so called circular relation between the players where A is stronger than B, B is stronger than C etc. This mechanism, in combination with the players playing each others' colors, opens up innumerable strategical paths. Should you build a strong presence of your own element? Should you support another element only to flip it to your side at the right time? Or should you balance all elements and play for the largest group? You must find the answer yourself!

