

## **Axes and Allies—**

Axes and Allies is a game of strategy for from two to six players, ages six to 66.

**Equipment:** You will need one six-sided die and one axe for each participant. Drinks and munchies are optional, but, according to our design staff, greatly enhance the enjoyment of the game.

**To Begin the Game:** Each player should take one axe. Then, each player in turn rolls the die. Highest roll goes first. Play proceeds clockwise from this player.

**Procedure for Each Turn:** To begin your turn, roll a die. This number is the power of your axe for that turn only. You must then make a decision. You may either A) Attack another player or B) Declare an alliance.

**Attacking Another Player:** If you chose to attack, choose a victim and roll one die. If the roll is less than your power, then you have successfully executed your attack. You must then hack that individual into bits with your axe (see Dead Players, below). If you roll your power or greater, then your attack has failed. You must wait until your next turn in order to attempt another attack. You may never choose to attack an ally (see Declaring an Alliance, below).

**Declaring an Alliance:** Instead of attacking, you may choose to ally with any one other player. The individual you ally yourself with has no choice in this matter. Allied players may never choose to attack one another for the duration of the game. If at any point, a player rolls a one for power, all players' past alliances are voided.

**Limited Options:** If a player is allied with all other players, that player's turn is limited to a power roll (to see if they roll a one). If a one is not rolled, no further action may be taken.

**Dead Players:** When a player is killed, as can occur due to Attacking Another Player (above), that player forfeits all future turns and has lost the game. Dead players may not be attacked, nor may an alliance be formed with a dead player.

**Victory Conditions:** The last player to execute a turn is considered the winner.

