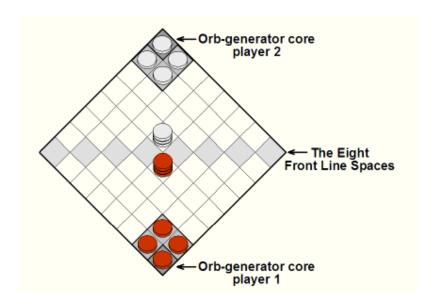# GENERATORB

The Front Line Version
2 Players

What You Need

Generatorb is played on a basic 8x8 square board (a checkers or chess board works great) that is turned sideways so the squares become diamonds. The playing pieces, called Orbs, should be flat disks that can be stacked (red and black checkers are great). You'll need 24 Orbs for each player.

Let's Begin

Let's start by setting up the game. Place four of your playing pieces (Orbs) on the four spaces closest to you. Your opponent should do the same. These four spaces are your Orb-Generator, this is where you generate orbs. The space closest to you is your Orb-generator core, this is the heart of your generator. Place a stack of 3 pieces 2 spaces in front of your Orb-Generator...each player starts with a Globe. The eight spaces across the middle of the board are the called the Front Line. You win by taking control of five of the Front Lines spaces or by destroying your opponent's Orb-Generator by landing on it's core.
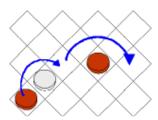

Who Goes First

Flip a coin or use some other method after setting up the game to see who goes first. It doesn't really matter, as long as someone goes first. The main thing is to take turns and play nice.

Orbs

At the beginning of the game both players start with a fully loaded Orb-generator. Which means 4 in the generator and 20 ready to go. You only get a total of 24 Orbs in a game.
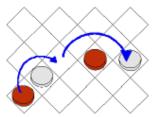
How Orbs Move

Orbs move by jumping over other playing pieces to the empty space behind them. Orbs can go in any of the 8 directions when moving. Orbs may do multiple jumps if it is possible.

How Orbs Capture
Orbs capture by jumping over a playing piece onto your opponents playing piece. You can not capture more then one piece per turn. Orbs can only capture Orbs, not Spheroids.
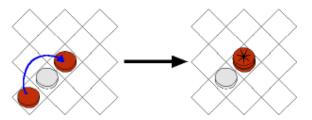
Creating New Orbs
After an Orb moves out of the Orb-generator and vacates a space a new playing piece is placed in the empty space. This is done at the end of a players turn. It is not considered a turn to create a new Orb. Only one new Orb can be created per turn.

Spheroids
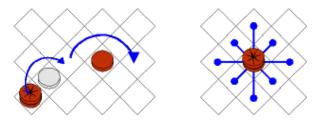Spheroids are two of your Orbs stacked on top of each other to create one playing piece. Basically a Orb on steroids.

Creating Spheroids
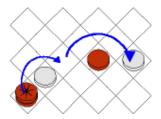Spheroids are created by jumping an Orb over another playing piece onto one of your own Orbs.
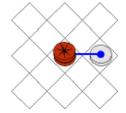
How Spheroids Move
Spheroids move like Orbs, either by jumping over other playing pieces to the empty space behind them or by moving to a vacant adjacent space. Spheroids can go in any of the 8 directions when moving. Spheroids may do multiple jumps if it is possible.

How Spheroids Capture
Spheroids capture by landing onto your opponents piece. You can not capture more then one piece per turn. Spheroids can capture both Orbs and Spheroids.

How Spheroids Split

To split a Spheroid move the top piece like an Spheroid and leave the bottom piece behind. You can split a Spheroid as a move or as a capture. Yes, a splitting Spheroid can capture another Spheroid.

Globes

Globes are a stack of 3 same colored game pieces and are created by stacking an Orb on a Spheroid, a Spheroid on an Orb or by splitting a Spheroid and stacking half of it onto another Spheroid.

Rule for globes:

- Only your own orbs and spheroids may use your globe to jump over as a move.
- Globes move along the board like a queen in chess.
- Globes cannot jump over other game pieces.
- Globes cannot be placed on a Orb-generator core, but may be placed onto any other Orb-generator space.
- Globes cannot be captured or capture other game pieces.
- Globes cannot be placed or created orthogonally next to another globe regardless of what color the other globe is.
- Once created, globes cannot be split into its component parts.

How To Win

To win you must either gain control of 5 of the 8 front line spaces (by landing any combination of 5 of your pieces on these spaces) or by capturing your opponent's Orb-generator by landing one of your playing pieces on his Orb-generator core.

Variant

The starting set-up only has the four orbs in each Orb-Generator with no globes already on the board.

Play Generatorb On-line at Super Duper Games http://superdupergames.org/

Notes: Generatorb (The Front Line) is an updated version of Generatorb and was created to fix some problems of the original Generatorb. The Globes and the Front Line were added and in Summer/Fall of 2005 as variants and were then made into the base game in October 2005. Special thanks to Ryan Hackel (who came up with the idea for the Front Line) and Aaron Dalton for placing Generatorb on his free game website (which helped in the play-testing of the Globes and Front Line variants).