AGENTICFIGHT

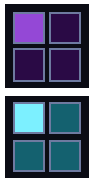
Two AGENTS, one machine, eight LINES of CODE. A game for two players, to print, cut and play on a table.

PRINTING

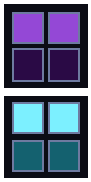
- Print **all pages on both sides**, set to **flip on the long edge**.
- Print at **100% / actual size** — not “fit to page” — on US Letter.
- Use card stock for the tile sheets if your printer takes it. The tiles are printed violet on the front and cyan on the back, lined up so each tile you cut out has a side for each player.

WHAT IS IN HERE

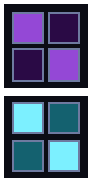
- These rules (two sheets)
- The BOARD: a 6 × 6 grid (one sheet)
- The CODE: eight LINES of three slots (one sheet)
- 216 two-sided tiles in five shapes (four sheets). Cut along the marks on the violet side.



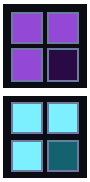
DOT
53 tiles



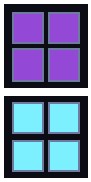
EDGE
41 tiles



DIAGONAL
47 tiles



NOTCH
38 tiles



BLOCK
37 tiles

Every tile has the same shape on both faces — turning a tile over changes only its colour. Each player plays with 8 of each shape. The rest are spares: when the run or a burn changes a tile on the BOARD, you swap in a spare of the new shape. Spares are not pieces and nobody draws from them.

YOU ALSO NEED

Scissors or a craft knife, **two dice** of different colours (one each), and a handful of coins or small markers for the run.

SETTING UP

- One player is **VIOLET**, the other **CYAN**.
- Sort the tiles by shape. Each player takes **8 of each shape** — 40 tiles — and keeps them beside them, their own colour face up. That is **your TILES**, and it is all you play with.
- The spares stay to one side, sorted by shape, for swapping in when a tile on the BOARD changes.
- **Roll the dice.** Each player rolls their own die; a tie is rolled again. **The winner decides who writes the CODE first.** Whoever did **not** write first places tiles first, every turn of the game.

1 TYPE THE CODE

Before the first turn you write the eight LINES of CODE together.

- A LINE is three tiles: **IF**, **THIS ▶ THEN**. It means: **wherever the IF tile sits beside the THIS tile, the THIS tile becomes the THEN tile.** "Beside" means directly up, down, left or right.
- Take turns, starting with the player the dice winner chose, until all 24 slots are full — **12 picks each**.
- On your pick, take one tile **from your own TILES** and put it in any empty slot, showing **either colour**.
- **No LINE may end up all one colour.**
- Tiles in the CODE are spent. They never go back to your TILES.

AGENTS

Two of your tiles are **joined** when they sit side by side on the BOARD and, all along the edge they share, **filled meets filled and empty meets empty**. Just being next to each other is not enough.

Your **AGENT** is your largest group of joined tiles. When it reaches **6 tiles** it can patch the CODE.

Borrowed tiles. A tile of theirs beside your AGENT counts toward it where it is **joined** to it the way your own tiles join: filled meets filled and empty meets empty, all the way along the edge. You are borrowing their hardware, and it counts toward the 6.

The SUB. A solid ring of your filled quarters, no diagonal gaps, closed all the way round anything that is not your filled colour — empty quarters, empty squares or their tiles — and running through **four or more** of your tiles, can patch the CODE too, even with no AGENT of 6. If their filled quarters help close the ring, it counts, and firing it is a HACK.

2 EACH TURN

Whoever did not write the CODE first goes first every turn, then the other player. The order never changes, so nobody moves twice in a row. Each turn has three steps.

A POKE

In order, each player puts **one tile from their TILES** on any empty square of the BOARD, their own colour up, turned whichever way they like. An empty TILES means you skip.

B RUN

The whole CODE runs over the whole BOARD at once. Do it in two passes:

1. **Mark.** Go through the LINES from 1 to 8. For each LINE, find every square holding its **THIS** tile (same shape and colour — which way it is turned does not matter) that has its **first** tile beside it. Put a coin on that square. A square that already has a coin is left alone. Look only at the BOARD as it was before the run — change nothing yet.
2. **Change.** Now every marked tile becomes its LINE's **THEN** tile: swap in a spare of that shape, showing that colour, **turned exactly as it is drawn in the CODE**. The old tile goes back to the spares.

Shielded: any row of three that already copies a LINE at the start of the turn (see WINNING) is left alone by the run that turn.

C PATCH

In the same order, a player whose AGENT is **6 tiles or more** (borrowed tiles included), or who has a SUB, may change **one tile of one LINE** in the CODE: turn it over, or swap it for any shape in either colour. The LINE still may not be all one colour. You can also choose not to, and keep your AGENT.

If you patch, your AGENT **burns**: every tile in it becomes a **DOT** of the same colour (swap in a spare), turned so its filled quarter points at the middle of the group that burned — level with the middle, it points up, or left. Any tile in it that was already a DOT comes off the BOARD for good.

Their tiles **count toward your AGENT** where they are joined to it the way your own tiles join: filled meets filled and empty meets empty, all along the edge. If your AGENT only reached 6 with those **borrowed tiles**, or your SUB ring was closed with their help, the patch is a **HACK**: their borrowed tiles are torn off the BOARD, and your **whole AGENT** comes off with them.

WINNING

Copy a LINE onto the BOARD. Three tiles in a straight row, across or down, with the same shapes and colours as one of the eight LINES — in order or reversed. Which way each tile is turned does not matter.

Whoever owns **two of those three tiles** wins. But the row only counts if it was **already standing when this turn began** — the other player always gets one turn to break it. Check at the end of each turn, after the patches.

OUT OF MOVES

If the BOARD has **no empty square**, or **both TILES are empty**, the game ends at the end of that turn. Whoever has **more tiles on the BOARD** wins. Level is a draw.

ON ONE CARD

SET UP — 8 of each shape to each TILES. The rest are spares for swapping.

DICE — the winner decides who writes first.

TYPE — 12 picks each, from your TILES, either colour. No LINE all one colour.

A LINE — IF beside THIS: THIS becomes THEN.

TURN — whoever did not write first goes first, every turn.

POKE one tile from your TILES onto an empty square.

RUN mark LINES 1 to 8, first come first served, then change them all, each turned as drawn in the CODE.

PATCH AGENT of 6+ (theirs count where joined to it) or a SUB ring of 4+: change one tile of one LINE, then it burns to DOTs. On borrowed tiles it is a HACK: theirs torn off, yours all gone.

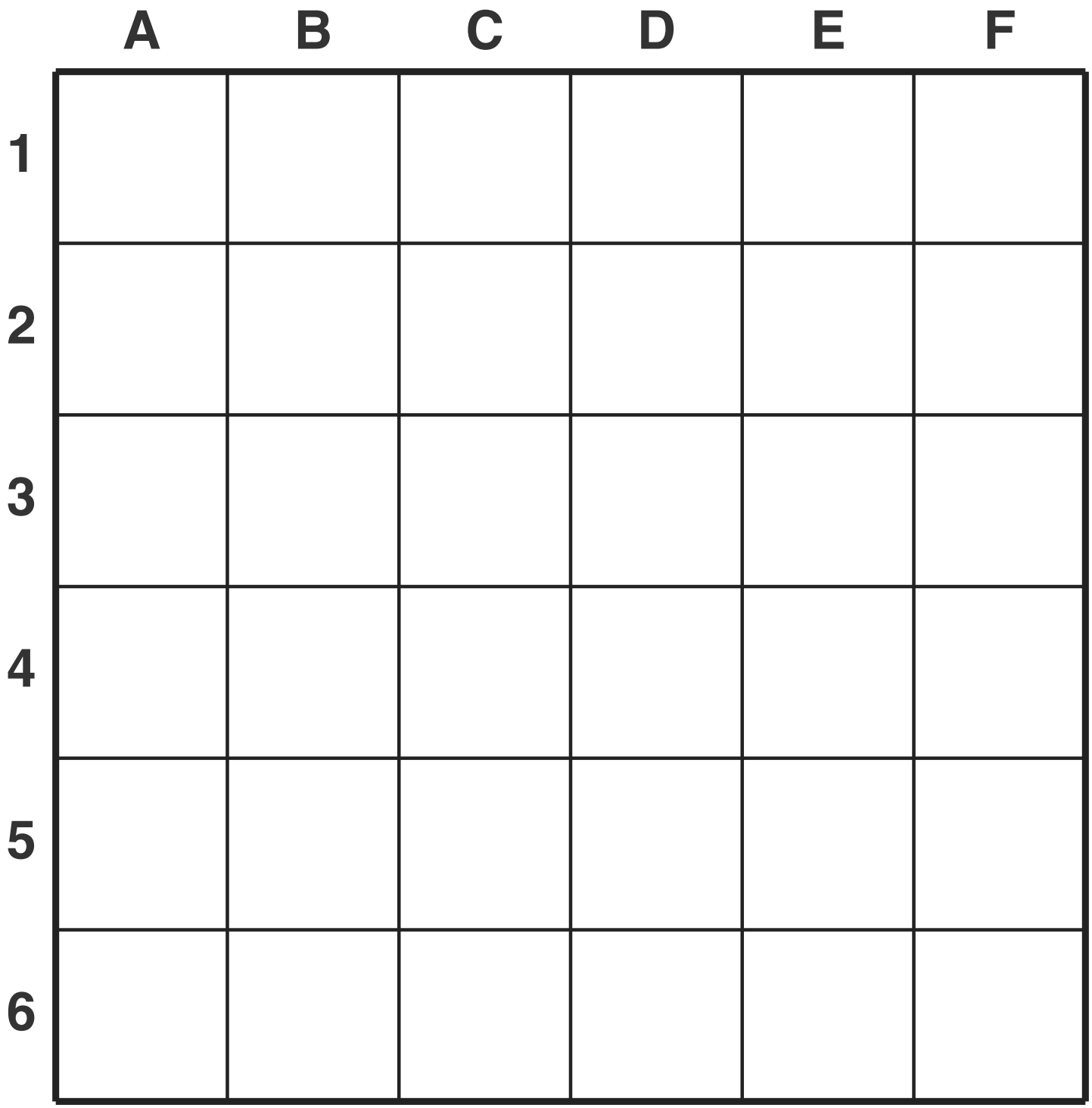
WIN — a LINE copied in a row of three, two of the three yours, standing since the turn began.

END — BOARD full or both TILES empty: most tiles on the BOARD wins.

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THE BOARD

Each square holds one tile.



THE CODE

Eight LINES. Each reads: where the IF tile sits beside the THIS tile, the THIS tile becomes the THEN tile.



AGENTICFIGHT

the back of the CODE



