



RULES

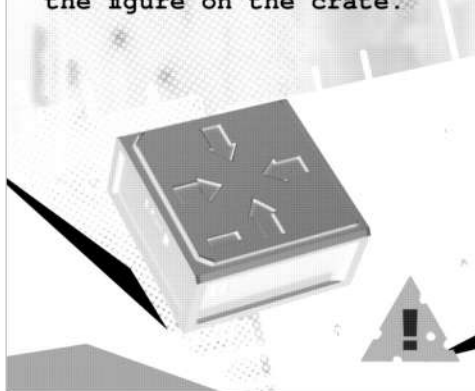
At the start of the game, before placing the Athletes, beginning with the active player, each player randomly draws a Hazardous Terrain card. They then place the corresponding piece on the Spot, outside the Camp and Engagement lines. These Hazardous Terrains remain in place until the end of the game.

The drone can never be moved onto a square containing a Hazardous Terrain.



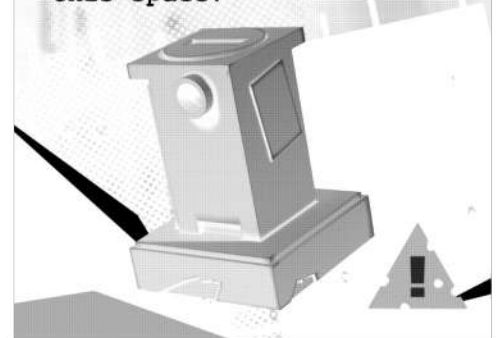
CRATE

An Athlete can only enter this space via an orthogonal move. Place the figure on the crate.



PYLON

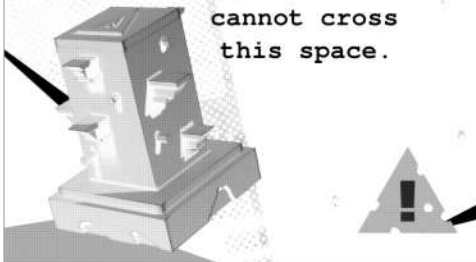
This space is now impassable; no figure can enter it. Additionally, a Transfer cannot cross this space.



PIKES PYLON

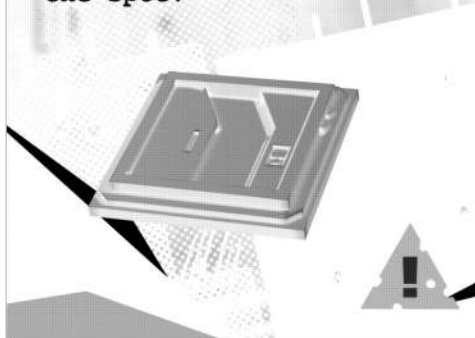
This space is now impassable; no figure may enter it. An Athlete pushed into this space is not moved but loses a Die of their choice.

Additionally, a Transfer cannot cross this space.



HATCH

This space is now impassable. An Athlete pushed into this space is considered pushed out of the Spot.



JUMPER

If an Athlete moves or is pushed into this space, they must move one space to an adjacent empty space (other than their starting space).



RESET PYLON

This space is now impassable; no miniatures may enter it. An Athlete pushed into this space is not moved, but their team immediately loses all their Ki Tokens.

