

## Starting Places

◇ Random: The players are distributed randomly about the board.

△ Choose: Each player chooses where they want to start.

• Standard: The players are put on the board based on board size and # of players.

## Turn Sequence

• All Move: Every player moves their element, then each destroys a tile.

• All Shoot: This is the opposite of All Move.

△ Whole Turn: Each player moves his piece and destroys a tile before the next player.

△ Move or Shoot: Each player must choose to move or shoot in their turn.

## Wrap Around

◇ This removes board boundaries making it more difficult to isolate someone.

## Special Tiles

△ Teleporting: This allows players to randomly teleport out of danger.

◇ Weakening:

This lets the tiles get weaker after a player steps off of them.

△ Pulsating:

This causes tiles to get weak then strong.

◇ Healing:

This allows tiles to repair themselves over time.

Play Sounds

◇

This obviously allows the sounds in the game to be played (or not).