

# BUZAGON GAMES TO PLAY FOR 2 or MORE PLAYERS

## GRASP THE POWER – TWO PLAYERS

You will need at least one set of BUZagon Cards and 2 BUZagon Cluster Boards.  
Play the “Grasp the Power Game” as described or with any variation but with two people.  
You could race each other, work together or join your Cluster boards to make a honeycomb.  
Or you can try any other variations you come up with.

## HONEYCOMBS

You can play this game with two or more players, 2 or more game boards and one or more sets of BUZagon Cards.

Decide at the beginning of the game whether you will play against each other or work as a team.

**Playing as a team** - see how quickly you can fill the honeycomb or how big you can make your honeycomb (You will need extra game boards).

Start with one Cluster board.

Separate the BUZ strengths from the BUZ Powers. Place in two stacks.

The Super BUZagons are included in the Strengths stack.

The first player takes the top BUZ Power from the stack and places it on the center of the cluster board, with the details side showing face up.

The next player takes 1 card from the BUZagon Strengths stack. See if it matches one of the numbers on the BUZ Power card. If it does, place it on one of the cells clustering the BUZ Power card. If it doesn't match just place it to one side. Each player then takes it in turns to take cards from the Strengths stack until the cluster is complete. If a player picks up a Super BUZagon it can be used as wild card to either place on a cell or used to join a new cluster board by placing it half way on the current board and half way on the new board. When a new board is added the next player takes the next BUZ Power card and places it in the center cell of the new board and the play continues. Any cards that were put aside can now also be used on the new cluster, even when it is not your turn.

**If playing against each other - with one set of BUZagons** the winner could be the person with the least number of BUZagons left over.

**If playing against each other - with two sets or more BUZagons** the winner could be the first person to use all of their BUZagon Strengths cards.

(If you are not sure of any of the game instructions, just play it the way you want.)

You could play a variation where each player has their own cluster boards.

## HONEYCOMBS WITH POINTS

Play the game or any of the variations. At the beginning of the game decide which points you will tally. POWER, VALUE or TRAIT. You could add points as you go as each player places their cards.

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# BUZAGONS

# Games

Grasp the  
Strength



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# BUZAGONS Games

**BUZAGONS are unique collector cards in the shape of a hexagon.**

You can collect, swap, trade your BUZagons as you would with any other collector cards.

There are 3 kinds of BUZagons:

**3 X SUPER BUZAGONS** – the 3 key BUZ values – Holographic cards

**16 X BUZ Strengths cards** – personal character traits and values

**11 X BUZ Powers** – BUZ Skills or abilities

Each BUZ power has at least 6 associated main BUZ strengths.

These BUZ strengths are listed on each card in the CELLS on the bottom.

The SUPER BUZAGONS are like wild cards and can be used with any BUZ Power.

## BUZAGONS Points:

There are 3 point values on each card up to 50 each

- Power – points to help you build BUZ powers
- Value – points to help you build your value system (what you believe in)
- Trait – Points to help build your character.

The BUZAGON Cluster board - This is the official playing surface for a endless number of BUZAGON games.

Description of the BUZAGON Cluster board:

**1 X BUZ Power cell** – the center of the board  
and the starting point for most games.

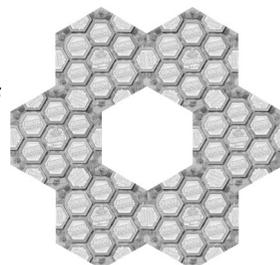
**6 X BUZ Strengths Cells** – Cluster around the BUZ Power.  
These are spaces for your BUZ Strength Cards.

**6 X SUPER BUZAGON** half cells – these can be used in a  
number of ways or they can be ignored when playing with one board.

The SUPER BUZAGON spaces can be used to join Clusters to make a  
Honeycomb or Hive.

**A Honeycomb** – is a collection of 2 or more  
Cluster Boards joined together.

**A Hive** – is a complete set of  
6 cluster boards joined together  
in a number of ways. Here  
is an example.



## Playing Games on your BUZagon Cluster Board

Games can be played by one or more players and can be played on one or more cluster boards. There are endless possibilities for games you can play. Below are some examples. More games are on the BUZagon Page on the BUZ website.

Over time we will create and collect extra games.

You will be able to send in any games you have invented to our email address and if suitable we will publish them on our website.

Email: [buz@buildupzone.com](mailto:buz@buildupzone.com) – Web: [www.buildupzone.com](http://www.buildupzone.com)



## BUZAGON GAMES TO PLAY

### GRASP THE POWER

A starting game for one. You will need 1 X Cluster Board – 1 X set of BUZagon cards

#### How to play:

Separate the BUZ strengths from the BUZ Powers. Place in two stacks.

The Super BUZagons are included in the Strengths stack.

Take the top BUZ Power from the stack and place it on the center of your game board, with the details side showing face up.

Take 1 card from the BUZagon Strengths stack. See if it matches one of the numbers on the BUZ Power card. If it does, place it on one of the cells clustering the BUZ Power card. If it doesn't match just place it to one side. Keep taking cards from the Strengths stack until you have completed the cluster (All six cells around the Power).

Yeah!!! You have completed your first Cluster. If you pick up a Super BUZagon it can be used with any BUZ Power. (It is a wild card). When you have finished - try again with a the next BUZ Power card. Remember to read the information about each BUZ strength.

Variations:

#### **SCATTER BUZAGONS**

Play the same as above except you can scatter the BUZagon Strength cards instead of making a stack and see how quickly you can find 6 BUZagon Strengths to go with the BUZagon Power.

#### **KNOW THE STRENGTHS**

When you place the BUZ Power card in the center of the Cluster board, read the power but don't look at the numbers. Place the card so the numbers are facing down. See if you can decide on the main Strengths needed to make the Cluster. Place them in the cells around the Power. Now turn the Power over and see how many you got right.

#### **GRASP THE POWER WITH POINTS**

Play the game or any of the variations. Using the BUZ Power points on the BUZ Strengths card see if you can make the points add up to 150 or more.  
other variations you come up with.

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