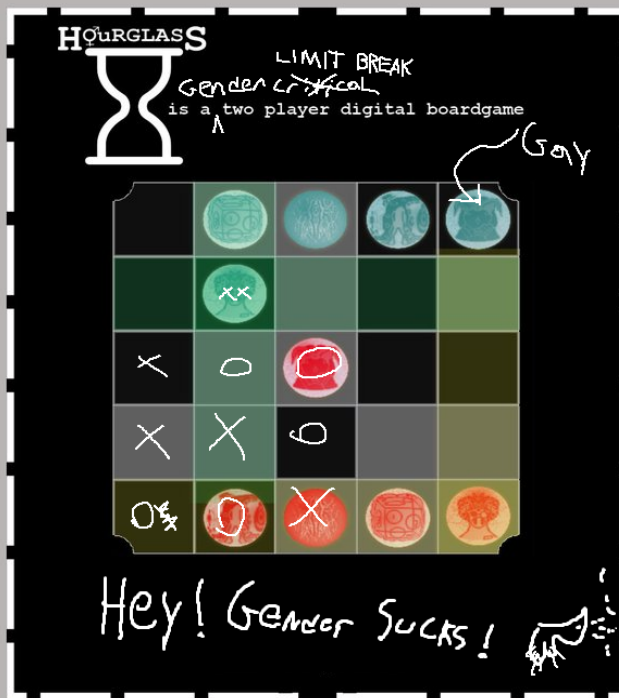


HuRGLASS

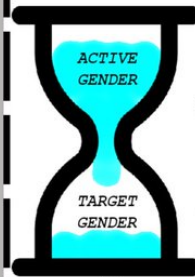
Artist's Statement

It took two men to cut Yukio Mishima's head off, and that is how many players this game has.



On their turn, each player has ~~5~~ ^{6 actually!} seconds to move as many pieces as they can around a board. Each piece has an hourglass timer that changes its gender as sand flows from one bulb to the other (these can be flipped at any time while the sand is still flowing).

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Pieces have a state (alpha, beta, liminal) that changes based on how much time is left. The liminal state where pieces spend the most time is identical for both genders, and this can be used to confuse opponents.

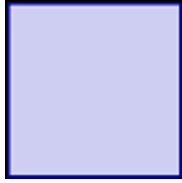
Each piece has a unique role. Their movement and abilities change with gender. GAZers, for example, facilitate board control by blocking flips and movement of pieces caught in their line of sight.

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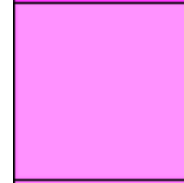


***HOURLGLASS** is a two-player time-sensitive abstract strategy game where all the pieces inhabit one of two GENDERS. Players can flip their own pieces to make them into a different gender. Pieces also have a STATUS: Alpha, Beta, or Liminal. This status is tied to the piece's **hourglass timer** (unique to each piece), which is a measure of its masculinity or femininity. This status dwindles as the sand in their top timer bulb (their active gender) runs into the bottom one (their target gender). So a piece that starts as an Alpha Male will gradually become a Beta Male, then a Liminal Male. When a piece has no more sand in its top timer, it becomes an Alpha of the opposite gender and is considered GENDERLOCKED, which means that the player who owns it can't flip it anymore.*

This is a MALE space:



This is a FEMALE space:



The game board's 25 spaces are assigned a random gender at the start of the game.

The goal of the game is to capture as many of your opponent's starting pieces as you can by the time all the hourglasses run out.

Both sides have 4 types of pieces. Each piece has a different purpose and way of moving. You can see all the details of the pieces' movement and abilities on the left hand side when you click a piece, or check the back of this manual.

On your turn, you have as much time as you want to analyze the state of the board, but once you click "EXECUTE", you've got 6 seconds of action time (there is no hard limit to how much you can move or flip during this time; you're constrained only by what you can do in 6 seconds).

CAPTURE, THE HEART OF PLAY

Captures become restricted when the timer hits 1 second, so you can't capture at the last moment. Any piece that captures dies, but those that capture pieces that have the same gender as your Libido create a Heart on death. Hearts produce capturing pieces called Feels, which allow you to quickly swell your ranks and overwhelm your opponent.

STRATEGY

Pieces are arrayed randomly on the board at the beginning of the game. All pieces besides Gazers start with 15 seconds on their hourglasses. This means that their status is Liminal (which makes them look identical to one another).

Liminal pieces allow you to bluff, because your opponent can't tell what they are. Most strategy revolves around protecting your Libido and finding ways to kill your opponent's Libido so that they can't make more capturing pieces.

CONTROLS

LEFT CLICK to select a piece. Click to move to green spaces, capture on red ones.

RIGHT CLICK to flip a piece.



HOST: Press ~ (or `) key to restart the game for you and the other player.

SPACE BAR: Pull up technical info (outgoing/incoming bandwidth).

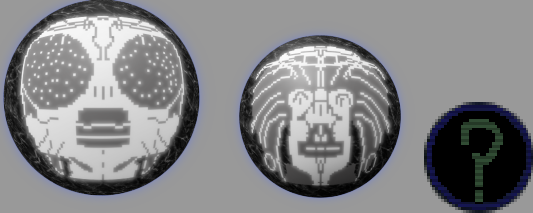
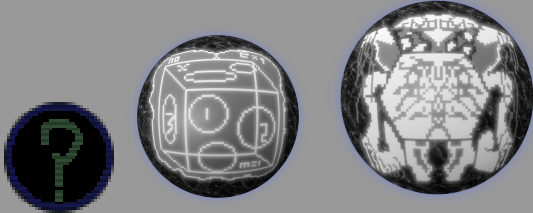
Host is the first person to join. When both players are at the board screen, Host presses the Start button to begin.

PIECES


VIOLENCE pieces capture others

	
<p>MALE: Capture enemies less masculine than you.</p> <p>MASCULINITY SCALE: Alpha Male > Beta Male > Liminal Male > all Females. Liminal males become less masculine as their timer decreases.</p>	<p>FEMALE: Capture enemies as long as you can flip.</p>

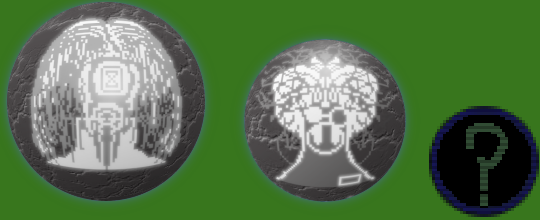
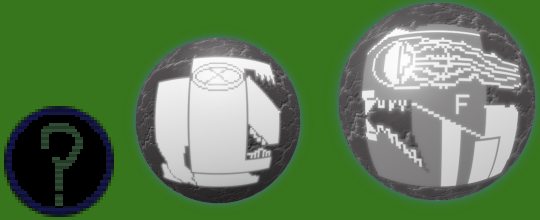
SPACE pieces can change the color of spaces

	
<p>MALE: While your timer is active, turn spaces you move onto male.</p>	<p>FEMALE: While your timer is active, turn spaces you move onto female.</p>
<p>You may capture from spaces of your gender while you're genderlocked</p>	

LIBIDO pieces allow your captures to have a meaningful legacy

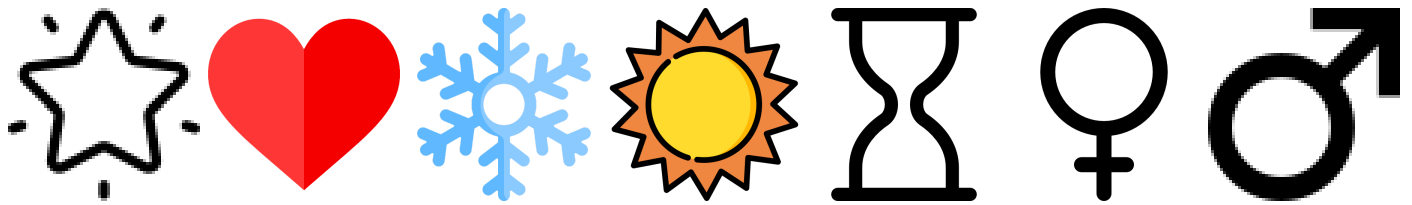
	
<p>Captures that are the same gender as your Libido create a genderless Heart piece that produces genderless Feels pieces that can capture.</p>	

GAZE pieces restrict movement and flipping

	
MALE: A female you're fixated on cannot flip.	FEMALE: A piece you're fixated on cannot move and its owner may not see its timer.
Gaze is FIXATED on the first piece hit by its sight.	

CREDITS

The game [TAMSK](#) by [Kris Burm](#) was a major inspiration for HOURGLASS.



Icons made by [Freepik](#) from www.flaticon.com

Public domain images taken from <https://pixabay.com/>

All other artwork and design by [@lynchpoet](#)

Check out [CONSTRUCT 3](#), a fucking awesome program to help you make games