



**Axiom 2008 – Axiom game Mat (size: 6 x 7 cube)**  
printed with coordinate system for remote play.

**Coordinates on the Mat run from A–G and 1–6.**

This is a practical limit for the purposes of the Mat, and is not meant as a restriction on cube movement.

1<sup>st</sup> letter (capital) & 1<sup>st</sup> number = Mat location.  
2<sup>nd</sup> letter (lower case) = dome or sceptre direction.  
2<sup>nd</sup> number = level of cube or sceptre in cube stack.  
Possible directions: – north, south, east, west, up, down.  
Note: a cube with 2 domes will have 2 letters.

Playing piece reference: – Cube or Sceptre.

Example coordinate move: **1 Black C: D3d2 to D4d3** =  
Move 1, black cube moved from Mat location D3 level 2 to D4 level 3, with dome on cube pointing down.  
Note for grey & orange Axiom set: To keep reference universal, substitute Black for Grey and White for Orange.

**Axiom Game start position – Setup coordinates**

Black Cubes: C3wu1, D3ws1, E3wu1 (double dome)  
Black Cubes: C3e2, D3d2, E3e2 (single dome)  
Black Sceptres: C3u2, E3u2  
White Cubes: E4eu1, D4en1, C4eu1 (double dome)  
White Cubes: E4w2, D4d2, C4w2 (single dome)  
White Sceptres: E4u2, C4u2

**Example game:**

- 1 Black S: E3u2 to D4u2 – sceptre onto a white cube
- 2 White S: C4u2 to D3u2 – sceptre onto a black cube
- 3 Black C: E3e2 to C4d3 – blocking white cubes
- 4 White S: E4u2 to E4n1 – attacking a black sceptre
- 5 Black S: D4u2 to C4u3 – eliminating a white cube
- 6 White C: E4w2 to D4d2 – attacking black sceptre again
- 7 Black S: C4u3 to C4n2 – attacking white sceptre
- 8 White S: D3u2 to D4n2 – blocking this attack\*
- 9 Black S: C3u2 to D4u2 – diagonal move wins game  
(\*note: at move 8 white had no possible defense)

**Reduced coordinates can be used when the moves are without ambiguity, note that the direction letters are useful for separating the level number. – same game:**

- 1 Black S: E3 to D4 – sceptre onto a white cube
- 2 White S: C4 to D3 – sceptre onto a black cube
- 3 Black C: E3 to C4 – blocking white cubes
- 4 White S: E4 to E4n1 – attacking a black sceptre
- 5 Black S: D4 to C4u3 – eliminating a white cube
- 6 White C: E4 to D4 – attacking black sceptre again
- 7 Black S: C4 to C4n2 – attacking a white sceptre
- 8 White S: D3 to D4n2 – blocking this attack\*
- 9 Black S: C3 to D4 – diagonal move wins game