



# Deflexion

## Description

It's a chess-like board game that utilizes built in laser and movable Egyptian-themed, game piece mirrors to bounce light around the board to eliminate their opponent's pieces. To play, you're following a bouncing red beam around the board, strategically placing your mirrors to gain the greatest advantage. Some pieces have mirrors and some do not. Bounding the board is a raised frame into which are built two low-power lasers, one for each player. The game pieces include a "pharaoh," obelisks and pyramids with mirrors. After each move, a player must press the button on his/her laser. The beam bounces from mirror to mirror around the playing field. The challenge is to protect one's own pharaoh while maneuvering to "light up" the opposing player's pharaoh.

Dal Segura is a grad student in Tulane University's mechanical engineering program, and he developed the game with classmate Luke Hooper in a course taught by an associate professor, Michael Larson. The trio funded production of 500 copies with a \$12,680 grant from the National Collegiate Inventors & Innovators Alliance.

Ages 10 & up ~ 2 players