

Claim Control

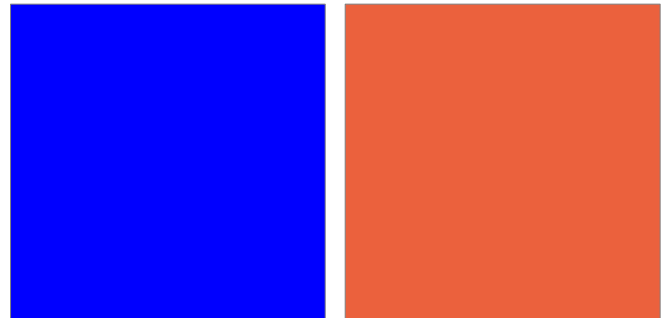
(2 Players, 10-15 minutes)

Overview

Players take turns placing their control markers and the squares they want to control. The player who places more optimally will score the most points at the end of the game and be the winner.

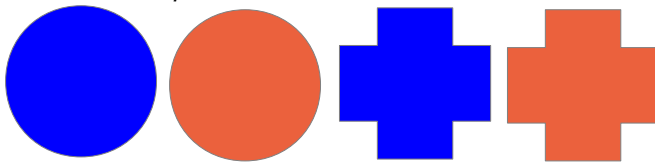
Components

- Each player receives
 - 10 squares (5 blue and 5 red)
 - 20 control markers (10 blue and 10 red)
 - Player 1 – circles
 - Player 2 – crosses



Square

Square



Control Markers

- 1 playing board

2	3	4	3	2
3	5	6	5	3
4	6	7	6	4
3	5	6	5	3
2	3	4	3	2

Play

1. Play begins with the player who has the circle control markers.
2. Players take turns placing either a square or a control marker.
 - Squares are placed on the playing board over top of the numbered squares.
 - Control markers are placed either at the side between 2 numbered squares or at the intersection of 4 numbered squares.
3. Players continue placing squares or control markers until all of their playing pieces have been placed.
4. After the final piece has been placed scoring occurs.

Scoring

1. Points are awarded to the player that has the most influence over a square that has been placed on the board. This player is in control of this square or has "claimed" it.
2. Points equal to the number that has been covered by that square are awarded.
3. Areas that have not been covered by a square do not award points.
4. Tally up the value of the squares that each player has claimed. The player with the most points is the winner.

How to determine influence

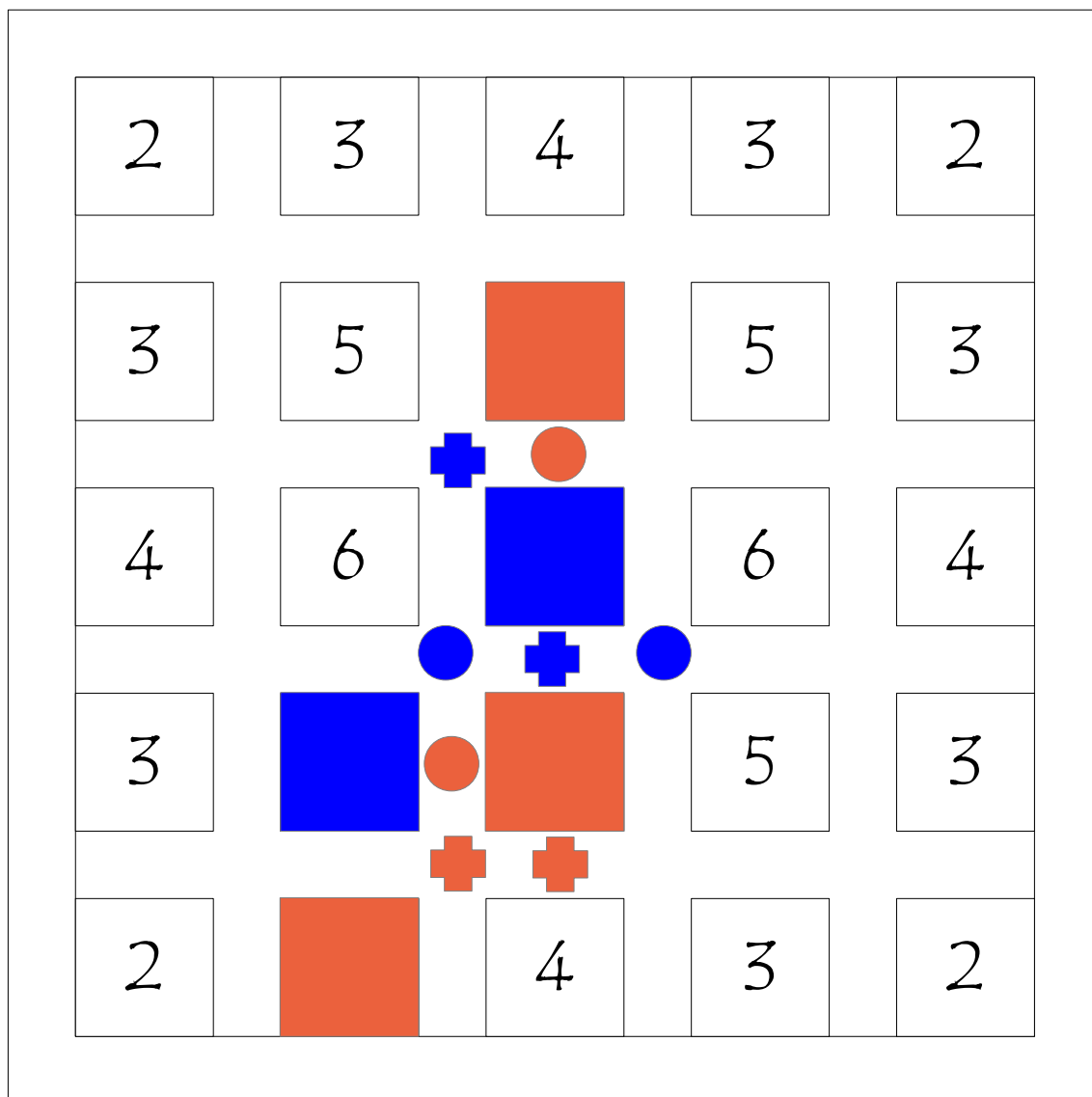
Influence is determined through the following set of rules:

1. Control markers can only influence squares of the same colour (i.e. blue control markers only effect blue squares and red control markers only effect red squares).
2. Control markers do not influence areas of the board not covered by a square.
3. Control markers inherently exert an influence of 4 regardless of where they are placed.
 - **Control markers placed at the side between two squares exerts 2 influence to each square.**
 - **Control markers placed at the intersection between four squares exerts 1 influence to each square.**
 - If a control marker would influence a square but that square is not of the same colour as the control marker, that influence is void (see point 1).
 - If a control marker would influence an area without a square placed, that influence is void (see point 2).
4. The effective influence is the sum of control marker influence (of the same colour as the square). The player with the highest sum controls or "claims" that square.

Example of Play

Below is an example of what the board may look like early in the game. Although scoring does not take place until all control markers and squares have been placed, if the game were to end now the following scoring would result:

Player 1 (Circles) – Scores 11 points, Player 2 (Crosses) – Scores 16 points



Contact Info

Any thoughts, ideas, or suggestions?

Contact me on BoardGameGeek. Username: Meldrum

Components

Playing Board – Part 1

2		3		4
3		5		6
4		6		7

Playing Board – Part 2

	3		2
	5		3
	6		4

Playing Board – Part 3

3	5	6
2	3	4

Playing Board – Part 4

5	3
3	2