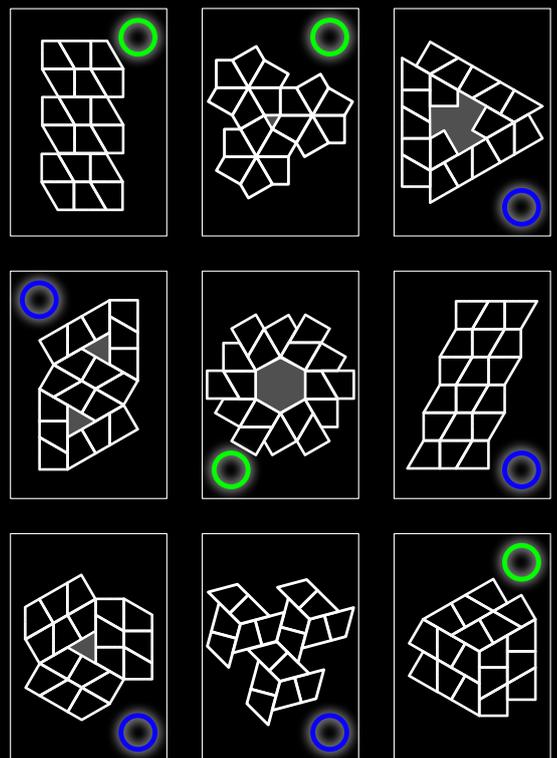


# O G A N I K A : B A T T L E (1/3)

This game mode is for two players/teams and requires a single set of tiles + markers + cards

**SET UP** : 60 – 80 seconds

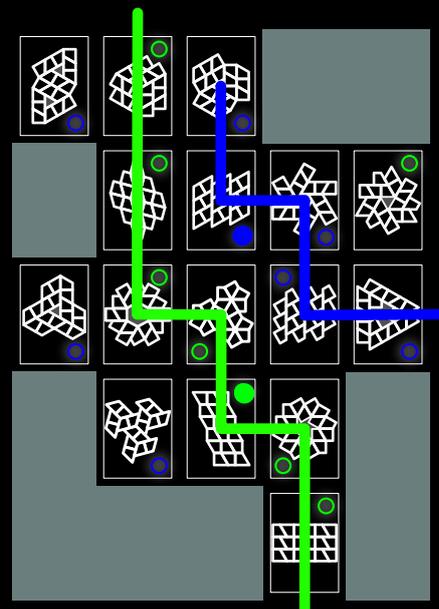
- Each player takes either the left-handed subset or right-handed subset of tiles from a complete tile set, meaning that each player has 18 tiles in total, all of the same handedness.
- Each player takes 5 normal markers and 1 base marker.
- The cards are spread out, flipped, stacked and shuffled.
- A 5x5 (or 6x6) battle field grid is laid out and players decide which opposite sides they are to connect to win the game.
- Six cards are dealt from the deck in a 3x3 arrangement and placed at one side of the field. If all cards exhibit the same colour then the first card dealt is turned over.
- The game is now ready to play.



A 3x3 selection of design cards

**AIM** :

- The aim of the game is for a player to connect their opposite sides of the battlefield with a continuous path of completed designs from one side to the other. The path may deviate in direction through any combination of horizontal or vertical 'steps' but a path cannot be considered a path via a diagonal connection.
- Players may use markers to potentially frustrate their opponent or influence the game in a strategic manner for themselves.



With Green connecting the top and bottom sides of the battlefield, Green wins.

# O G A N I K A : B A T T L E<sub>(2/3)</sub>

**PLAY:** 20–40+ mins

- Play commences with the word 'Battle'
- Players attempt to complete any of the design cards in their 3x3 layout which are of their colour.
- When a player believes that they have completed a design card they shout 'hold' and the game is paused and the design is checked. If their design is without conflict then they place the card with their colour facing up onto the battlefield in any free location. The card is now known as a 'field card'. If incorrect then the design card is flipped within the 3x3 layout and can no longer be attempted by that player until it is flipped back. Play then recommences upon the word 'resume'.
- When a player places a field card onto the battlefield then a design card is drawn from the top of the deck and placed into the empty slot within the 3x3 design layout. The card removed from the deck must keep its upper orientation i.e. whatever colour is on top remains facing upwards. Therefore it is possible for a player to be in a position where there are no cards of their colour to attempt.
- A player must place their 'base' marker on a field card when the number of field cards they have entered into the field reaches 3. Note they may place their 'base' marker onto one of their field cards prior to this if they wish.
- Note a winning path must connect to the card upon which the base marker has been played.
- A player may 'spend' a normal marker to flip over a design card (within the 3x3 grid) so that it turns to their colour. To do this the player flips an UNMARKED design card and places their marker upon it. If and when they (choose to) complete this design, the marker passes to their opponent. Note, only an unmarked design card may be flipped.
- A player may place a marker upon a field card provided that field card is connected via horizontal and vertical pathways to the field card upon which the base marker has been placed. A marked field card 'guards' the 2 spaces immediately adjacent (horizontally and vertically) from the position of the marker space on the card. Note therefore that the orientation of the field card matters. Moreover, once a field card has been placed into the field it may not be re-orientated (i.e. rotated to position the marker space in the diagonally opposite corner). If an opponent 'guards' a space by use of a marker, a player may not place a field card into the space (unless they have 2 guard markers present about that space). Note spaces may be 'equally' guarded – i.e. by careful positioning of markers, neither player may play a field card into a particular space.
- Markers that 'guard spaces' remain permanently in position and cannot be moved or replayed

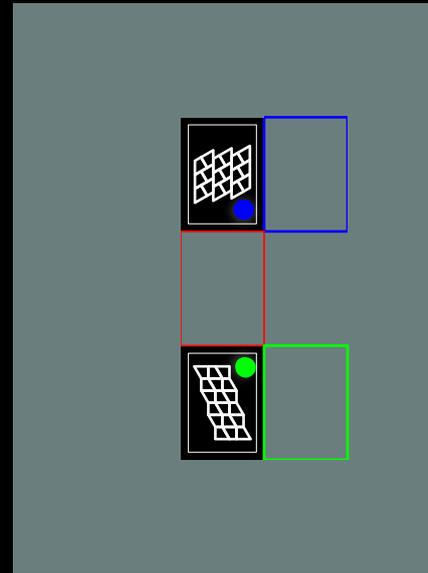
# O G A N I K A : B A T T L E (3/3)

again.

- In the event that it is impossible for a player to play a card onto the field due to 'guard' markers then those spaces that are 'equally' guarded are now considered 'free' for either player.
- Once all 'free' spaces have been filled and all 'equally' guarded positions have been filled then any remaining spaces are considered free for either player to play a field card into.
- Note that a base marker counts as a guard marker i.e. it acts as a guard for adjacent spaces in the field.

## WINNING:

- The main method of winning is, as stated in the aims, for a player to connect their sides with a continuous path.
- Note it is possible for a player to prevent their opponent from winning by isolating their opponent's base marker, making it impossible for them to have it connect to a winning path. This eventuality does not mean the battle is necessarily over since it would still be possible for their opponent to inflict the same fate on the player. In this case, the player who occupies the most space on the battlefield is considered the victor, unless both are satisfied to call a draw or impasse.



Here both players have completed a design card and have played them as field cards, and both have chosen to mark them with base markers. The blue and red rectangles show the spaces guarded by Player Blue, whilst the green and red rectangles show the spaces guarded by Player Green. Note the red rectangle is equally guarded so neither player can play into it.