

Grid Square

The player who shows architectural talent and can build the most and largest squares is the winner. Strategic town planning for two unconventional thinkers, with one variation.

Players: 2 players
Contents: 1 game board with 64 squares, 2 stands for holding the buildings, 48 buildings, 6 light and 6 dark wooden monuments, 2 cotton bags, instructions
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Story

Who has never seen them – huge squares with magnificent monuments? Visitors in every city in the world are thrilled by hidden corners and stately squares with imposing monuments.

Didn't you always want to do a better job than the architect and plan a fantastic city yourself? Then let's go! The player who strategically builds to form the largest squares with the most imposing monuments can be the winner.

Preparation

The game board is placed in the middle of the table within reach of both players and the stands for the buildings are placed, one in front of each player. The buildings are divided equally between the two players. They each receive:

- 4 **large** buildings
- 8 **middle-sized** buildings
- 12 **small** buildings.



The buildings should be sorted and placed into the ridges in the stands. Each player receives the 6 monuments in their selected colour (light or dark) and places them next to their stand.

Aim of the game

The aim of the game is to surround individual areas on the board with buildings in order to win the **largest possible** enclosed ground. This can be done by placing and sliding along buildings on the board. The player who finished a new square marks it with one of his monuments. The player with their monuments on the largest area of squares is the winner.

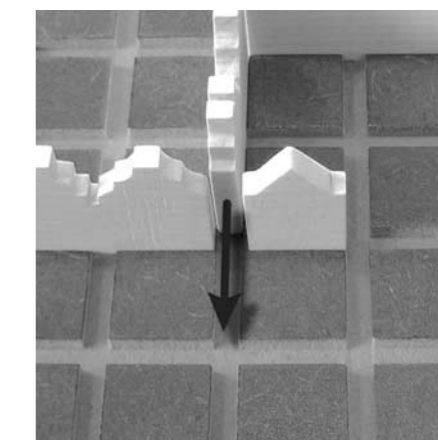
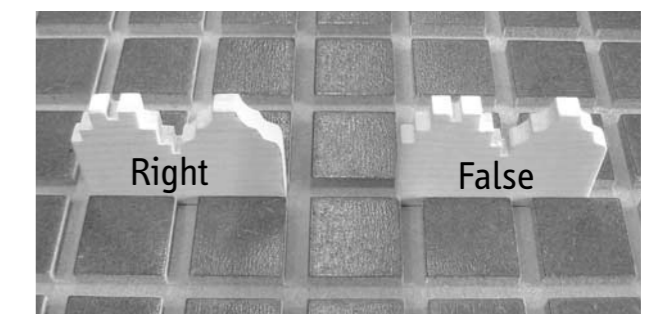
Course of the game

1. Placement of buildings

The player who most recently visited a city, begins.

The first player places one building in a position of their choice on the board.

Please note that the building should sit exactly alongside the squares so that another player can slide their building past the one on the board without difficulty.



Take turns to play.

2. Placement of buildings combined with sliding of other buildings

The player now has the possibility to firstly **place one building** and to immediately take up the option to slide **a building already on the board**.

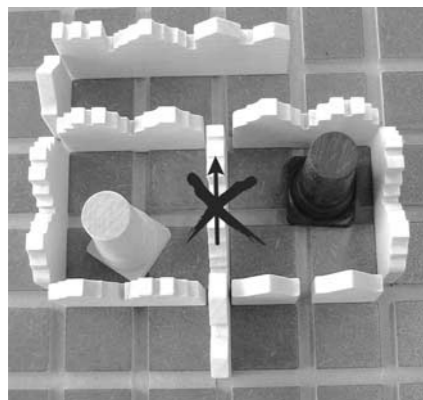
Please note:

A building may be moved until it hits another building or the edge of the gameboard.

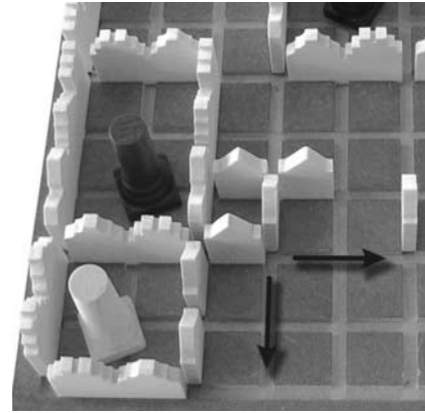
You may move whichever building you want, no matter who placed the building.

Moving a building without having placed one beforehand is not allowed.

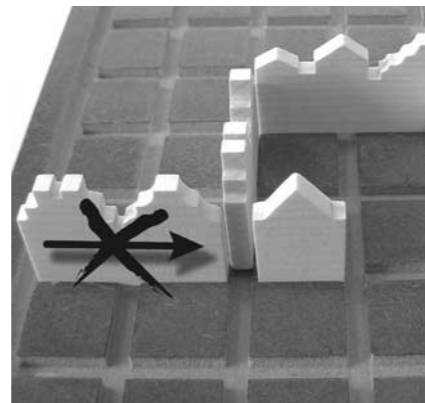
Buildings belonging to an already claimed square may **not** be moved even if the completed area remains whole.



Buildings belonging to a closed **but not already claimed** square may be moved.

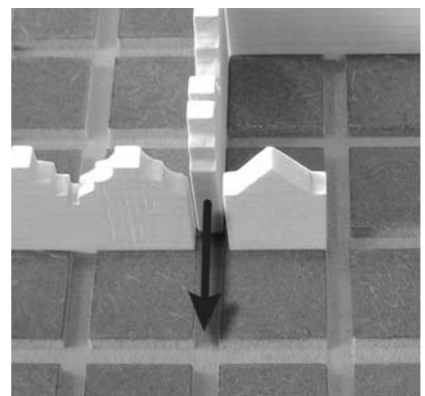


The player may only move one building, i.e. it is not allowed to push another building along with the one being moved.



Pushing to the right is not allowed here

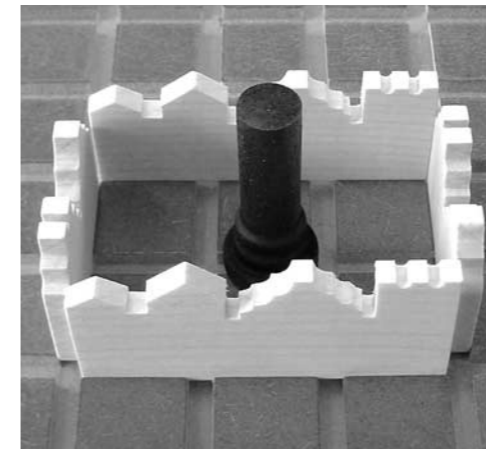
It is possible to move a building between two others.



3. Closing and securing squares

When a player has succeeded in enclosing an area by the placing and sliding of buildings, they may claim it by placing one of their monuments in the middle of the square. Buildings placed by their opponent may also be used. The size of the square is defined by the number of enclosed little squares in the area.

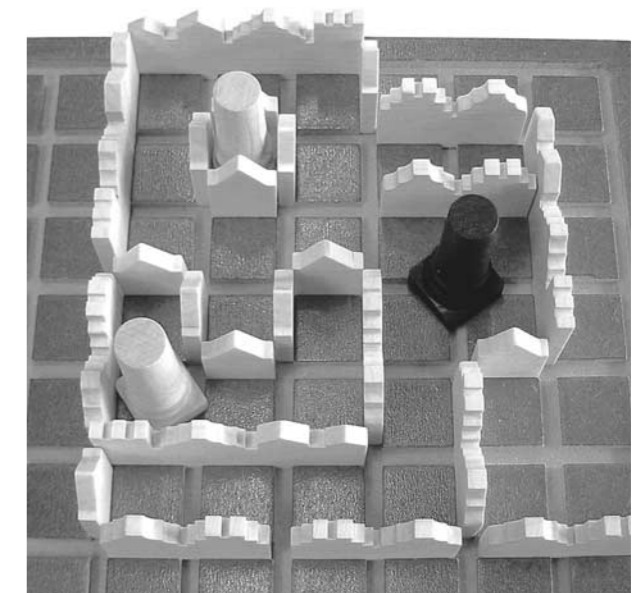
A monument may only be placed in a square once it is totally enclosed by buildings. The example shows a place which counts 6 points.



The player completing the surrounding buildings may now claim the square by placing their monument in it.

The shape of the enclosed square is optional.

An existing square can be surrounded by another square.

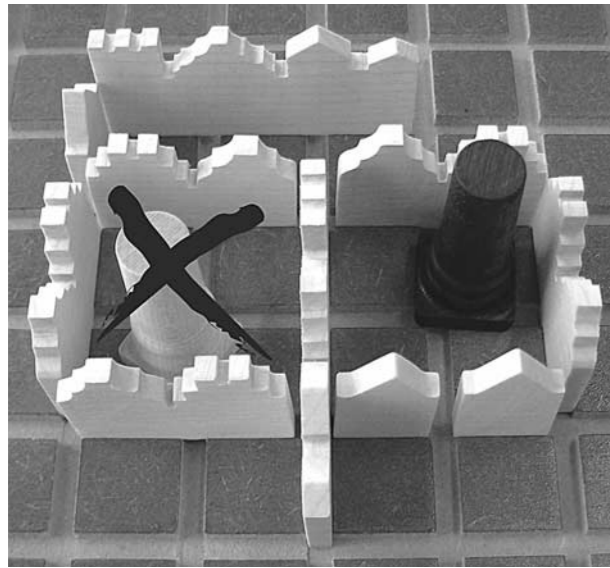


Only one monument placement may be made within one turn.

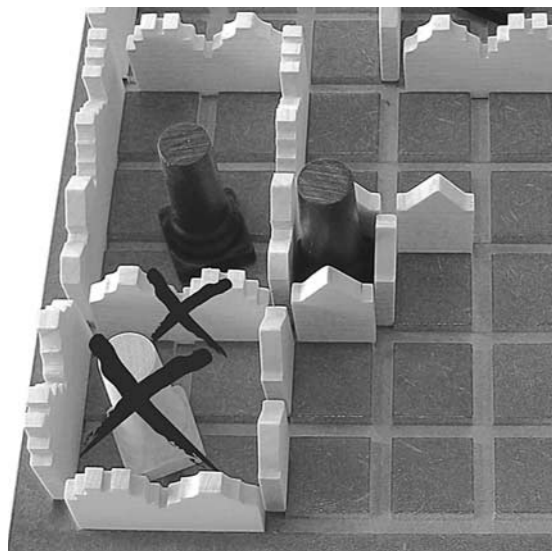
A player may only claim **one** of the squares if, by coincidence, two squares are completed following the movement or placement of a building.

A player may only claim squares that they have **personally completed**.

When, for example, the player with the dark monuments places a building which completes two areas at once, they must decide which one they want to claim. The second player may make **no claim** on the other area. The player must complete their own squares in order to claim them.



Completed **and** claimed areas may not be divided, neither by placement nor sliding.



End of the Game

The game ends when one player has placed **all their monuments** or **all their buildings**, or when it is **no longer possible** to place monuments or buildings on the board.

The small squares should now be counted. The player with the most small squares is the winner.

Variation

Grid Square can be just as exciting when you leave out the sliding of buildings and just place the buildings.

We wish you lots of success with your town planning!