Tertiary Color Territorial Control

By Shane Logtenberg

Premise

Teams of two marker mechs fight to paint the town in their color. To do this, a player must use up their energy source, *Ink*, move along the tiles, and paint every tile they pass over.

Setup

Pull out the laminated game board. The teams set their marker mechs of the same color on the ☆ tile next to each other. They remove the lid of the marker and attach it on the other end, and set the *Ink* level slide counter to 4. Each player receives a 4-sided die and rolls them. The larger of the sum of each teams' roll determines who goes first. Clean off the board if there are still marks from past use.

Your Turn

Players can move their mechs the number of tiles equal to the amount of Ink they have, coloring in the tile as they pass over it. Players with 4kl of *Ink* to move 4 tiles. They do not need to use all of their *Ink* in one turn.

NOTE: The marker mechs' actual ink does not deplete fast enough that refiles are necessary, the *Ink* amount is displayed using a slider on the side.
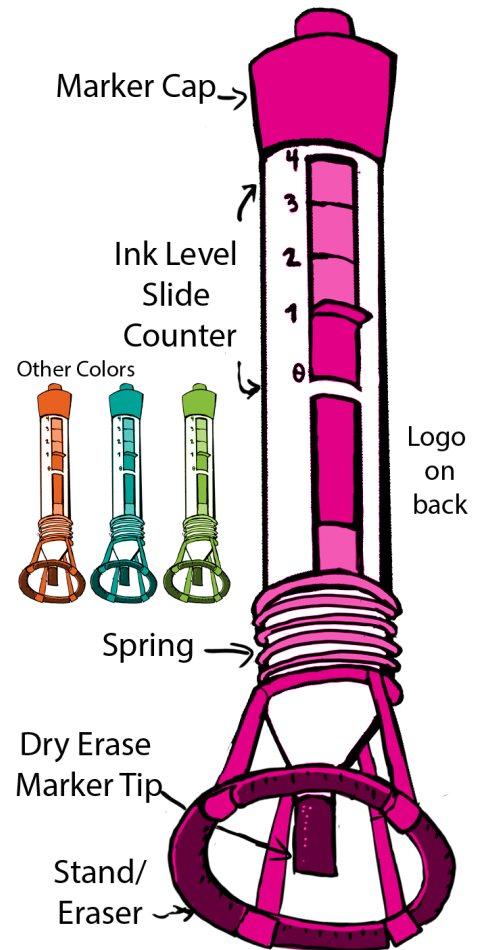
Players can regain *Ink* in numerous ways.
- They gain 1kl at the start of their next turn.
- They gain 1kl if they were not attacked during the opponent's turn.
- They gain 1kl at the end of their turn if they move at least two tiles.

This means a player using all their ink at the start will reduce the *Ink* they get next turn.

Conservation is key.

MARKER MECH

Marker Cap →

Ink Level Slide Counter
4
3
2
1
0

Other Colors

Logo on back

Spring →

Dry Erase Marker Tip

Stand/ Eraser →

NOTE: When passing over a tile that is already the player's color, they can move one (1) extra tile without any cost to their *Ink*. This bonus only applies <u>once per turn</u> and doesn't stack when passing other more ties with that color.

Picking Fights

Players can pick fights with an enemy mech on an adjacent tile. This player fights by draining 1kl of their *Ink* and by rolling the 4-sided die.

- If the resulting number is larger than the opponent's *Ink* level, the opponent's mech is sent back to their spawn, and the player can continue their move to move or attack another mech, so long as they have the Ink.
- If the numbers tie, the player can attack again (by draining 1kl and rolling the die) or move away (draining 1kl or more).
- If the number is less, the play fails the strike and ends their turn early, where the enemy can capitalize on the player's vulnerable state during their turn.

NOTE: You can think of your opponents *Ink* as their defence or evasion stat and what you roll as your attack or accuracy stat.

The Goal

The big thing is not to defeat your opponent but mark their team's color on the map. The team with the most tiles painted at the end of 6 rounds, wins.

<u>NOTE:</u>
- Players can't occupy the same tile
- 4kl is the maximum amount of Ink a mech can have
- Respawned mechs start with 4kl like the first turn.
- Players can pass over tiles of the opponent's color and mark them as their own, they wipe off the tile first to prevent contamination to the markers.