

Cross, Circle, Control

“Control the playfield to win”



A Game by Nathan Dennis

Introduction

Did you ever wish Tic-Tac-Toe wasn't so cut-and-dry? Maybe had a larger grid to play on? Was less prone to tie games? Had a bit more strategy to it?

“**Cross, Circle, Control**” is a one-on-one, competitive, turn-based strategy game played with only graph paper & pencils. Players start at their [△] *Home*, drawing [X O] *Marks*, [▲] *Stasis Pylons*, and [◆] *Multiplier Pylons* on empty, adjacent tiles in an effort to end the game with the most points as possible.

Each *Mark* is worth **1 Point**. *Marks* touching 2 or more enemy *Marks* cause all *Marks* involved to become [■] *Dead Tiles*, resulting in those tiles giving no Points.

Play until there is no sequence of actions to take that results in interactions with enemy *Glyphs*. Whoever ends with the highest total points wins!

The game is designed to be played on ½ Inch graph paper, which is found at print-graph-paper.com

How to Play

Setup/Pregame

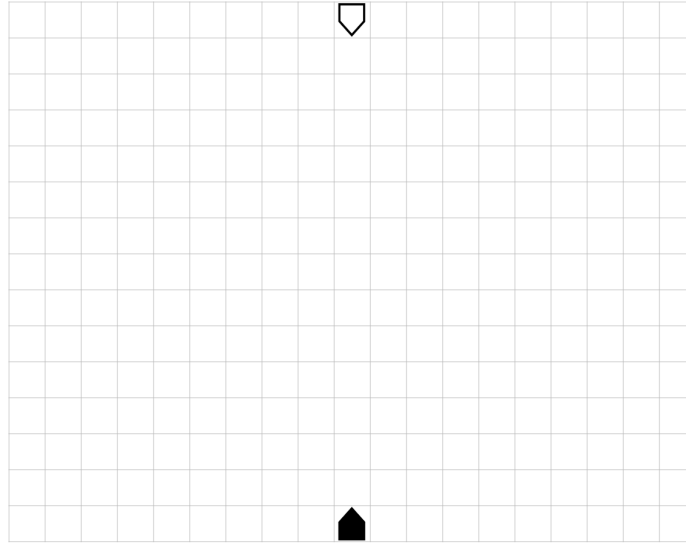
First you'll need yourself, a friend/foe, a sheet of graph paper, and one or two pencils. (*Preferably the graph paper mentioned at the bottom of the last section.*) Lay the paper out wide, also known as **Landscape**, between you and your opponent.

On the center tile of the grid row closest to each player respectively, both players draw their [△] *Home*.

Both players must then select what *Marks* they wish to use. If you choose **X's**, all your [▲ ◆] *Pylons* will be filled solid when drawn. If you choose **O's**, all your [▲ ◆] *Pylons* will be only outlines when drawn instead. **X's** always goes first at the beginning of a game.

Once you and your opponent are ready, it is time to play! Continue to the next page to learn about important terminology and how to begin a game.

How the playfield should look before a game starts. The filled in Home at the bottom is X's Home.



Playing the Game

Before we get into starting a game of “Cross, Circle, Control,” you should quickly read the following section to learn key terms and the most important basics:

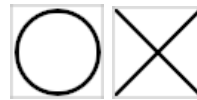
Glyphs:

A **Glyph** is the term for any draw element on the playfield. No *Glyph* can be placed on top of any other *Glyph*. (*Dead Tiles are an exception.*) Each *Glyph* has a purpose and its own rules, which are listed below:



Home:

Your starting point. Cannot be placed and is only drawn in the Setup phase.



Marks:

Worth **one Point** each. Can only be placed in Valid Tiles adjacent to other friendly *Glyphs*. If 2 or more enemy *Marks* touch a friendly *Mark*, **all 3 Marks** involved become *Dead Tiles*.



Stasis Pylons:

Worth **zero Points**. Can only be placed in Valid Tiles adjacent to other friendly *Glyphs*. Locks down **all** adjacent tiles permanently for the rest of the game. *Glyphs* affected this way cannot turn into *Dead Tiles*, and empty tiles are locked as empty.



Multiplier Pylons:

Worth **zero Points**. Can only be placed in Valid Tiles adjacent to other friendly *Glyphs*.

In addition to permanently locking down adjacent tiles just like *Stasis Pylons* do, all *Marks* in a *Multiplier Pylon's* adjacent tiles have their point values **doubled**. This includes enemy *Marks*.

When placed, your **opponent** gets to take 2 turns in a row for free.

If the areas of 2 *Multiplier Pylon's* **overlap**, the affected *Marks* **quadruple**, etc.

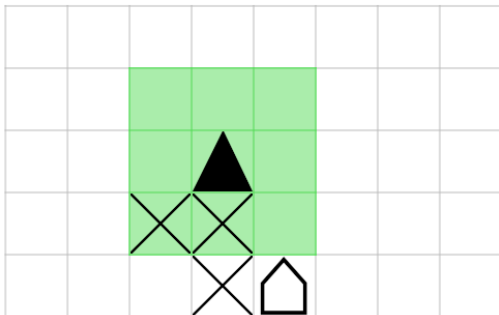


Dead Tiles:

Worth **zero Points** for both sides. Cannot be removed by any means.

Terms:

Adjacent Tiles are tiles that are within one tile of the subject. For example, the Adjacent Tiles of the *Stasis Pylon* below are colored in green:



Gameplay Tip - Draw the outline of your Pylon's Adjacent Tiles lightly on the grid as you play. This will help avoid confusion and will make it easier to calculate points when there are many Multiplier Pylons in play.

Valid Tiles are any tiles that are empty and **Adjacent** to your own *Glyphs*.

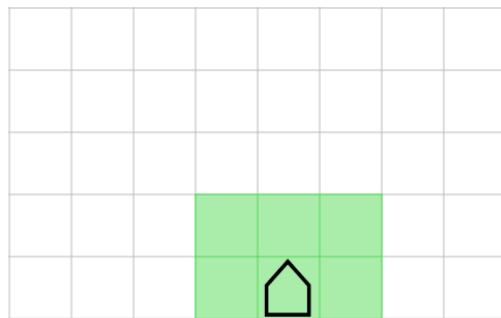
Turns:

Both players can do one of these three things on their turn:

- Place one *Mark* on a *Valid Tile*.
- Place one *Stasis Pylon* on a *Valid Tile*.
- Place one *Multiplier Pylon* on a *Valid Tile*.

Starting the Game:

When the game starts, the only thing you have in play is your *Home*. Your only friendly tiles being the ones **Adjacent** to your *Home* as show below:

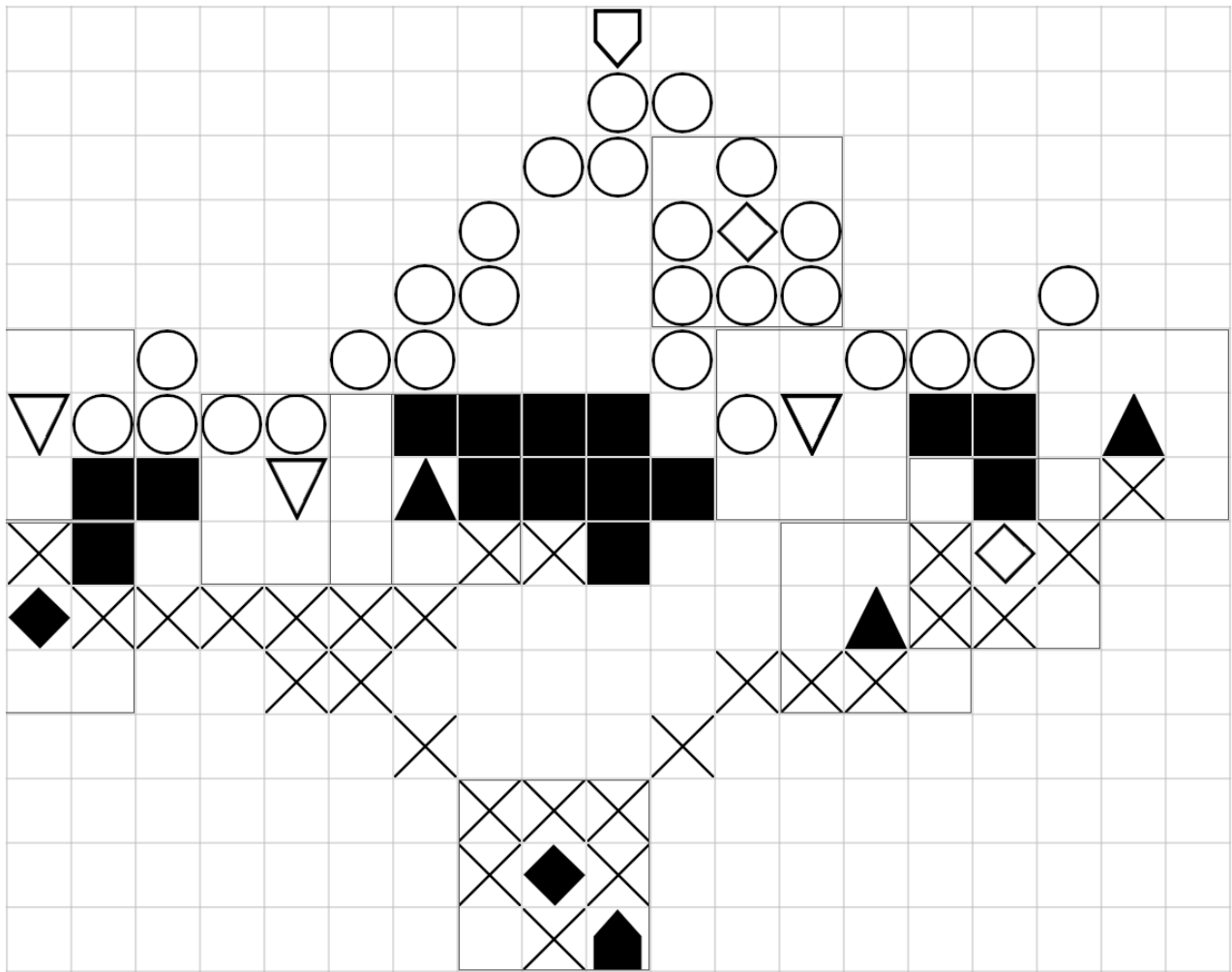


X's take the first turn. Using the rules stated in the previous sections, play until there is no sequence of actions to take that results in interactions with enemy *Glyphs*. The "How You End the Game" section on the next page goes over those rules in greater detail.

How You End the Game:

A game of “Cross, Circle, Control” ends when there is no sequence of actions to take that results in interactions with enemy *Glyphs*. Below is an example of a game state that meets these requirements:

A gamestate like this could happen in a number of different ways - this is just one of many ways that a game could end.



In this example, both players cannot reach each other's *Glyphs* in any way. The playfield is cut into **2 separate parts**, and nothing either player can do can affect the opposing player anymore.

Both players then calculate their total points. The player with the most points after calculating wins the game!