

Node Capture 1.0

standard - by Elzaren

Resume	1
Components	1
Preparation	1
How To Play	1
The Board	2
A Note	3

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Resume

Node Capture is a simple two player imperfect information game where you have to occupy your opponent nodes.

Components

x2 boards

x1 separator (To block opponent view of the board)

x24 tokens (12 team A, 12 team B)

Preparation

1. Put a board in front of each player
2. Put the separator preventing any player from peeking at the rival board.
3. Give 6 of each team tokens to each player.
(6 team A, 6 team B)

How To Play

Players take turns and choose one of two actions, starting with team A:

1. **Put a token:** Putting a token means placing one of your unused tokens on a node of your board side. There must be no tokens occupying that node.
2. **Attack:** Choose a rival node adjacent to one of your tokens to attempt an attack (Ask the opponent if he has a token there). If there is a token in that location, your attack succeeds and you move an adjacent token to that node. The attacked enemy token can't be used for the rest of the match.

Players can use the 6 enemy tokens in their possession to keep track of the information they are provided.

Win condition: Occupy all rival nodes with your tokens.

The Board

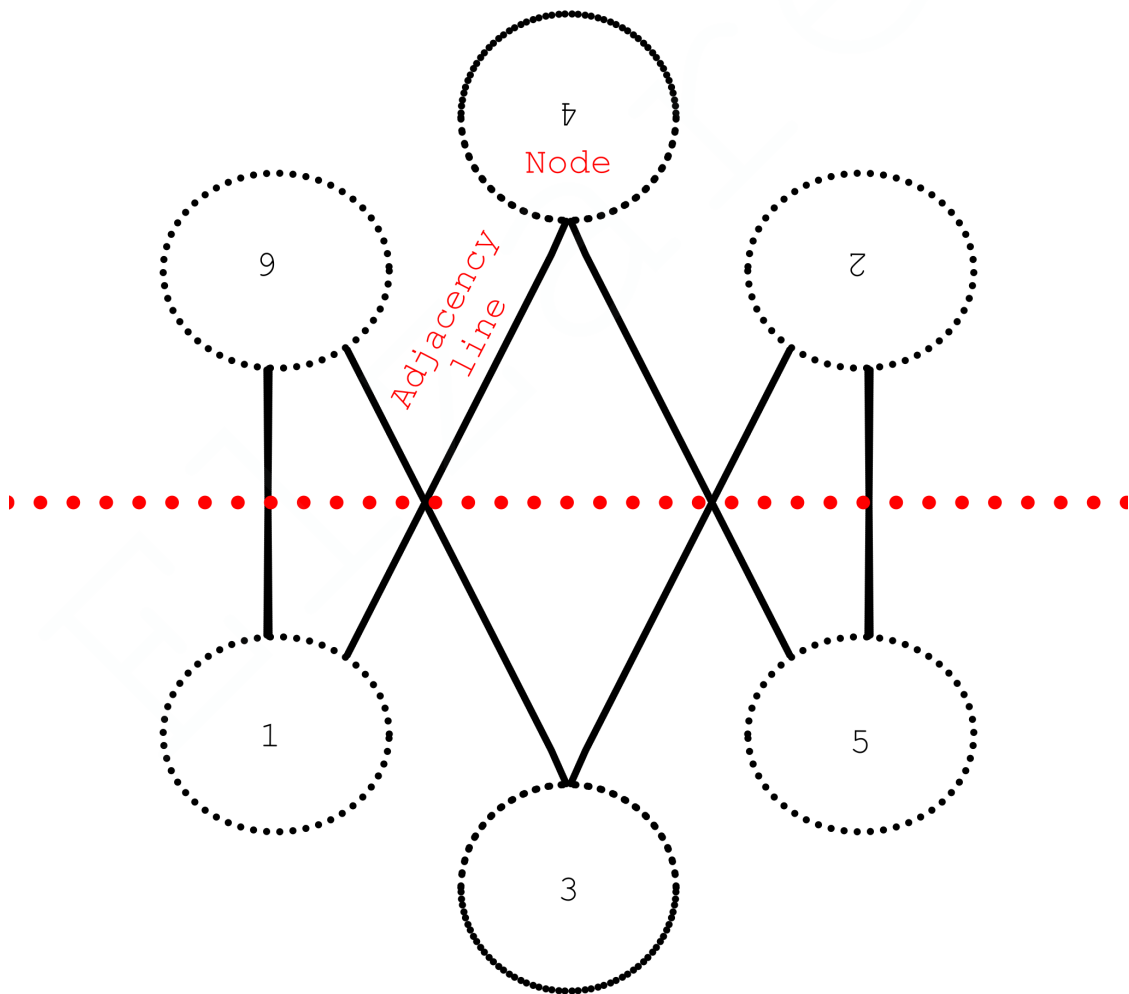
Consists of two elements; Nodes and adjacency lines, which are pretty self explanatory.

An imaginary line separates each team nodes.

Team A nodes are enumerated with even numbers and team B with odd.

Tokens are placed on top of the board nodes to keep track of the game's current state.

Team A



Team B

A Note

This is a game designed in a day that I didn't want to forget about.

If it has any resemblance with any other game you know that I don't know please contact me.

If you plan on building on top of this, have any ideas, or feedback, contact me too.