

# Obsidio

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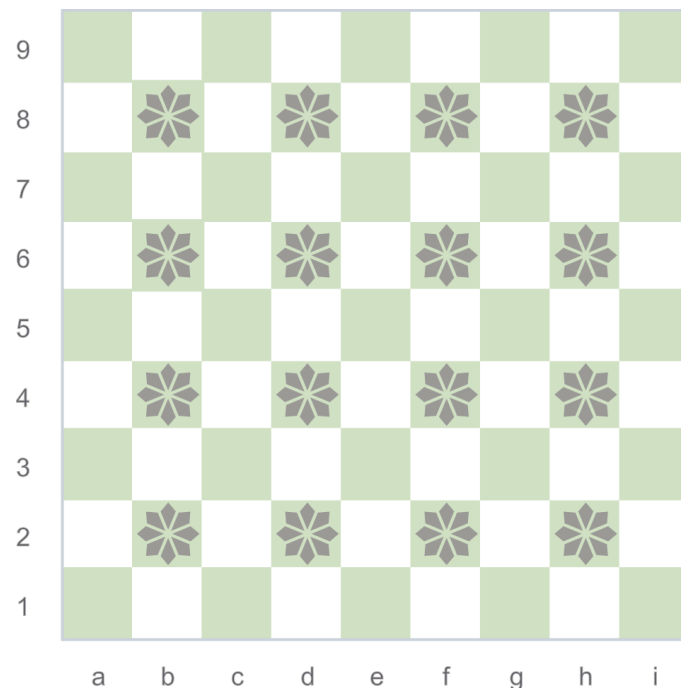
"Whenever you find yourself on the side of a majority, it is time to pause and reflect." - *Mark Twain*

**Obsidio** is an area influence and majority board game for two players. It is played on an  $n \times n$  checkerboard, where  $n = 7, 9$  or  $11$ , with dark corner cells.

Target tiles are uniformly distributed with each tile having eight empty adjacent cells.

On a turn, using line of sight, a player may: place one token on a dark cell; or place two tokens on two light cells; or claim one or more target cells.

The goal is to claim a majority of the target tiles by first placing four or more tokens adjacent to the tiles.



**Figure 1.** Setup for a 9x9 Board with 16 target tiles

## Components

- A 9 x 9 checkerboard with 16 uniformly distributed target tiles (marked cells).
- 2 sets of 51 tokens or checkers which act as influence and claim tokens.
- 2 sets of two pawns or stacks of two like-colored checkers to indicate each player's last move.

## Concepts

**Influence Token** is a token placed either diagonally or orthogonally adjacent to a target tile.

**Control Token** is a token placed on a target tile.

**Line of Sight (LOS):** A token has a line of sight to a cell or token if there exists a continuous horizontal, vertical, or diagonal line of zero or more empty cells between the token and the destination cell. Tokens and target tiles block line of sight.

**Line-of-Sight Rule:** When placing an influence token, if possible, the token must have a line of sight to the last placed *influence or control* token regardless of ownership. A series of placements can terminate because there are no empty LOS cells available, or, if a player chooses to claim one or more target tiles by placing control tokens.

**Control Rule:** A player may place a control token on any unclaimed target tile if that player has *four or more* influence tokens adjacent to the target tile cell.

**Pie Rule (Swap Rule):** After the first player's first move, the second player *may* choose to swap tokens with the first player in lieu of moving. Instead, the second player uses the first player's move as his or her own. The first player then moves again using newly acquired tokens. Thereafter, players alternate taking turns with no further swapping.

*Obsidio* is latin for "siege" or "blockade".

## Game Play

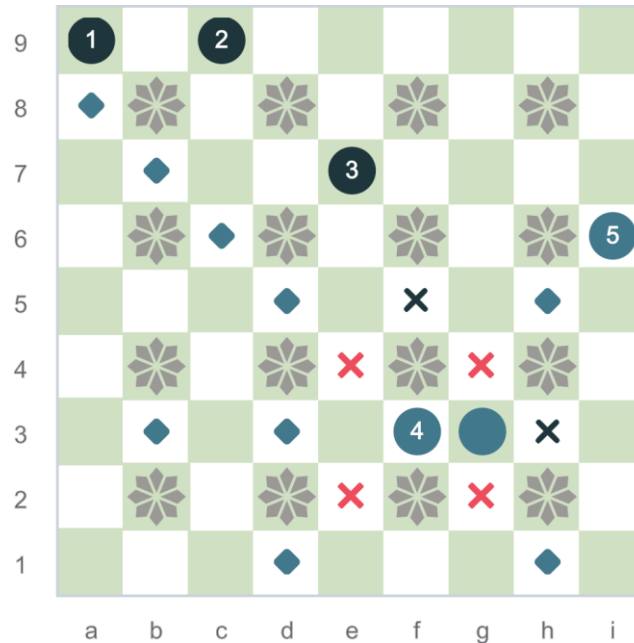
To start the game, the first player may perform actions 1 or 2 below. The pie rule may be applied on the second player's first turn. Player turns then alternate.

On a turn, a player may perform one of three possible actions. A player may:

1. Place one influence token onto an empty cell which is *diagonally* adjacent one or more target tiles (on dark cells). If possible, the placed token must have a line of sight (LOS) to the last placed token. Otherwise, if LOS is not possible the player may start a new chain of LOS placements. LOS is blocked by any player tokens *and* target tiles.
2. If possible, place two influence tokens onto empty cells which are *orthogonally* adjacent to target tiles (on light cells). Line of sight rules apply for both placements. However, if no LOS exists for the first placement, the first token can start a new LOS chain by placing the first token on any empty cell that is orthogonal to a target tile. The second token must satisfy LOS

and cannot be placed adjacent the the first. If a player is unable to satisfy these two conditions, the second placement is forfeited.

3. Claim one or more target tiles provided *four or more* owned influence tokens were previously placed adjacent to each of the target tiles. Line of sight placement is *not* required and a player is *not* required to claim all available target tiles.



**Figure 2.** Influence Token Placements

## Winning the Game

The first to claim a majority of the board's target cells wins the game. If a tie occurs when an even number of target tiles are present, the last to claim a target tile wins.

For example, on a 7x7 board with 9 target tiles, ownership of 5 tiles wins the game. On a 9x9 board with 16 target tiles, ownership of 9 tiles wins the game outright. Otherwise, if each player claims 8 tiles, the player that claims the last target tile wins.

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