GLADES

By Rey Alicea
A Territorial 2-Player Game

Seek out and claim precious glades under the canopy of deciduous trees.

GOAL
The player with the largest glades at the end of the game wins.

COMPONENTS
- One 9x9 square board
- Two sets of 21 domino tiles in two colors (21 green, 21 orange)
- Discard all tiles containing blanks, leaving each player with 21 tiles
- A supply of green and orange tokens

DEFINITIONS
Glade: Areas of empty squares surrounded by tiles or a combination of tiles and the edge of the board.

SETUP
1. The board starts empty.
2. One player plays as green, the other as orange.
3. Decide who goes first.

GAMEPLAY
The game is played in two phases:

TILE LAYING PHASE
1. The first player places a tile covering two empty squares.
2. Turns alternate.
3. On each turn, place a tile covering two empty squares, following these rules:
   - A friendly tile must only touch an opponent's tile end-to-end or at right angles, and their suit values, must match when doing so.
   - No friendly tile may touch another friendly tile.
   - No tile may touch another long edge to long edge.
   - No friendly tile may have more than 3 opponent tiles touching it.
4. Once a player is unable to place a tile, they must pass.
5. When both players pass, the game enters the scoring phase.

SCORING PHASE
1. For each glade:
   - Ownership is determined based on the highest suit values of tiles surrounding the glade (tiles must share an edge with the glade).
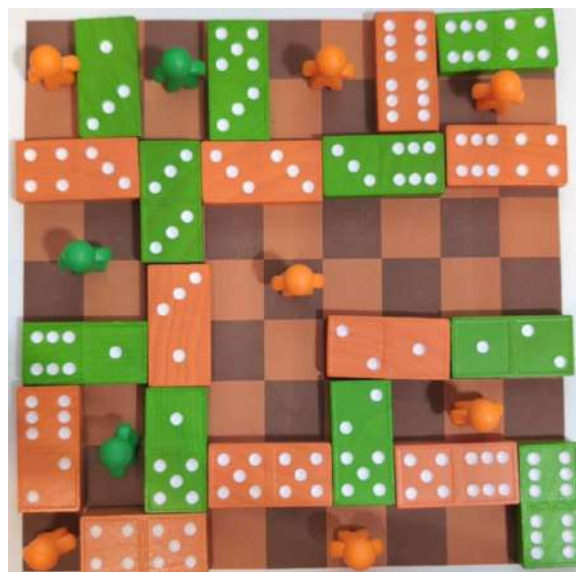   - Start with the highest suit value (6) and work your way down (5, 4, 3, 2, 1).
   - Enemy tiles with suits matching friendly tile suits cancel each other out and are ignored.
   - The player with the friendly tile(s) of the highest remaining suit claims the glade.
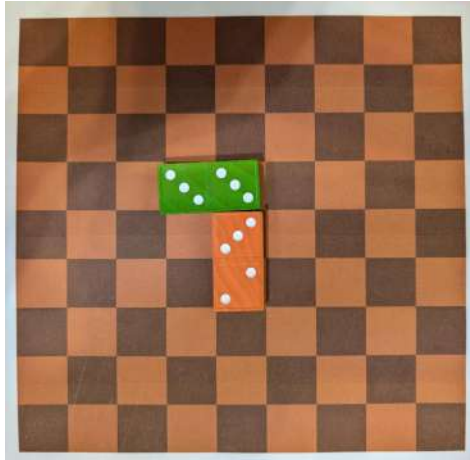   - Place a token of your color in each glade you've claimed.
   - Count the squares in each of your claimed glades.

2. The player with the highest total score wins.

EXAMPLES OF LEGAL TILE PLACEMENT

EXAMPLES OF ILLEGAL TILE PLACEMENT