

Natal Seas - Pods Rules

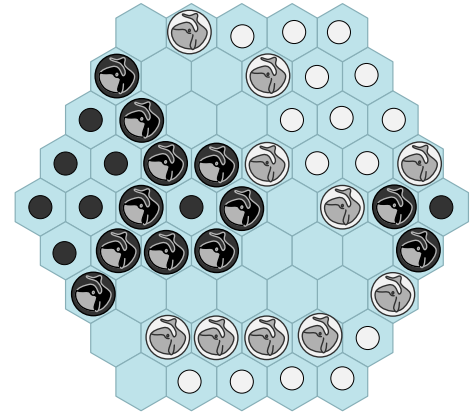
by Dale Walton

The goal is territorial

Territories are your pieces (Pods) together with the spaces that the opponent cannot enter. Some basic examples are shown (right)

To win, extend your territories to cover more than half the board.

If you are unsure of what spaces are yours, continuing until the boundaries become walls will make them clear to see.



Terminology

-- a player has 'influence' at a space surrounded by more friendly pods than other pods.

-- a 'dive' is the movement of a pod to an adjacent empty space.

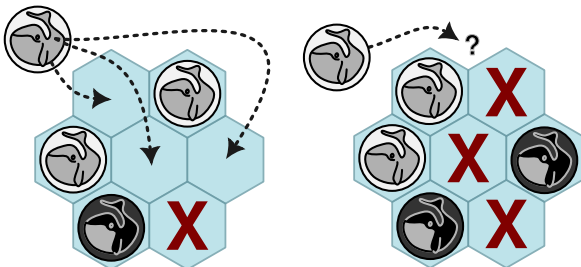
-- To 'migrate' is to send a pod on a successive series of dives.

Turns

On your turn do either (A) or (B):

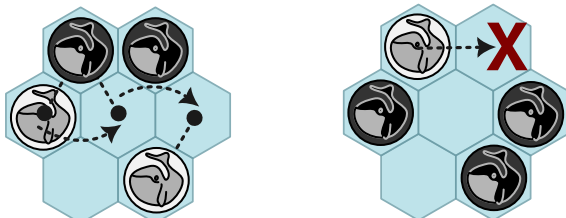
A) Place a pod onto a space where you already have influence, next to a friendly pod.

B) Migrate a pod.



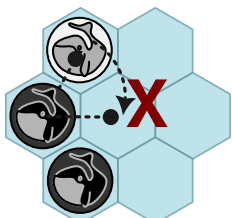
Placing a piece:

A Pod can be placed next to a another friendly Pod as shown. But only if its friends are the majority around it.



Dives:

A Pod dives as shown, moving one space at a time. It must be next to the same pod at the beginning and end of each dive.

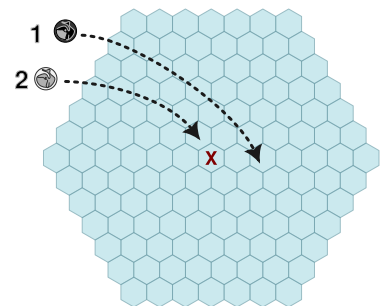


The space it reaches must not be surrounded with more enemies than friends. An equal number, including the moving pod, is OK.

Set up

To start, Orca (Black with a white spot) and then Humpback (Grey) in turn place a pod on any space except the center.

Then regular turns continue in alternation.



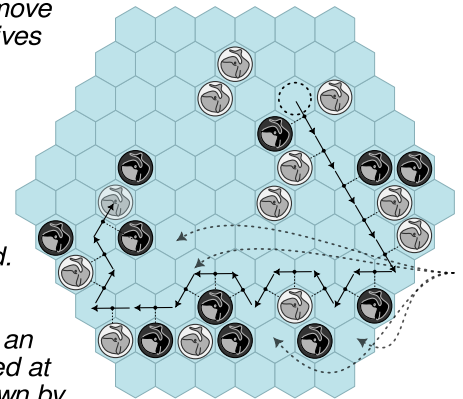
Migration:

A Migration is a single move created by a series of dives by the same piece.

This shows a long and complicated migration.

Migrations are typically used only where a pod cannot simply be placed.

Note that this migration would not be possible if an Orca pod had been placed at any of the locations shown by the 4 dotted arrows.



Examples of some tricky territories:

After reviewing the placement and migration rules (to the left and above.)

See if you can understand how the dots in the diagram to the right show the players territories.

You do not need to know this to play, because the territories become clearer as they are filled in during play.

But if you learn to recognise them early, it will help you to play better.

