* Two player turn based grid oriented game.
* Grid without actual grid.
* Resources limited: Each player only gets 4 tiles. -> Constraint
* Objective: To capture the flag in the middle.
* Dynamic Growth: The grid grows dynamically, until all the 8 tiles are on the grid, to accommodate the capture of opponent’s tiles.
* Once both players have had the 4 turns to place their tiles the grid stops growing.
* A player’s tiles for a queue. After all the 4 tiles are placed, on the 5th chance a player has to remove his first tile and make the next move in a different position, thus relinquishing his/her previous state.
* Way to Capture: Surround the opponent’s/flag’s tile with your tiles (3 tiles for opponents and 4 for flag)
* Result of Capture: The Captured tile is yours and is not counted as a part of the 4.
* Catch-> Tiles once captured are prone to be re-captured by opponents.
* Terminal tiles cannot be captured.
* End: The flag is captured by either blocked/moveable tiles of 1 player.

Results: