

CLAUSTRO

an abstract game by Federico Latini, for 2 players, play time: 20 minutes, age 6+

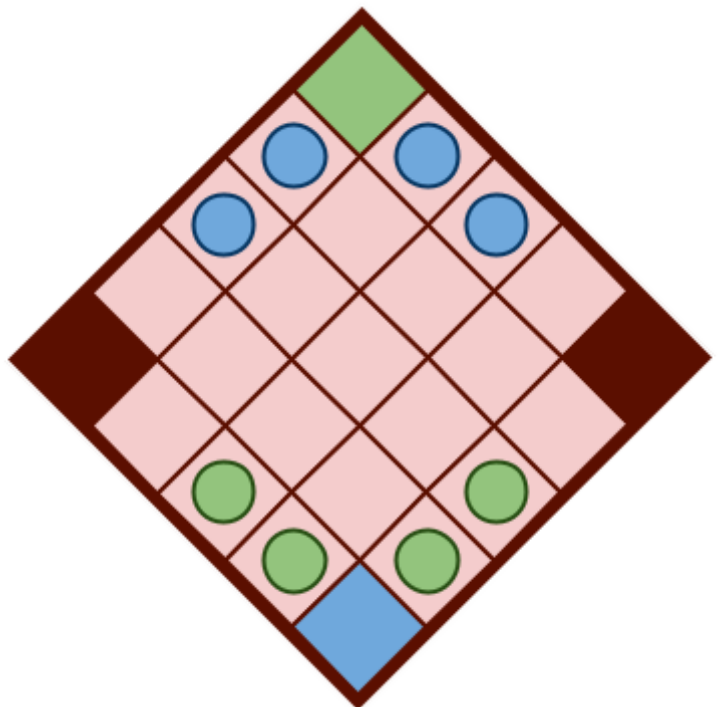
Overall look

Claustro is an abstract two player game, with super simple rules (goal, movement, capture) like many others, but it has a twist on the capture mechanism that makes it engaging, thoughtful and fresh.

Setup

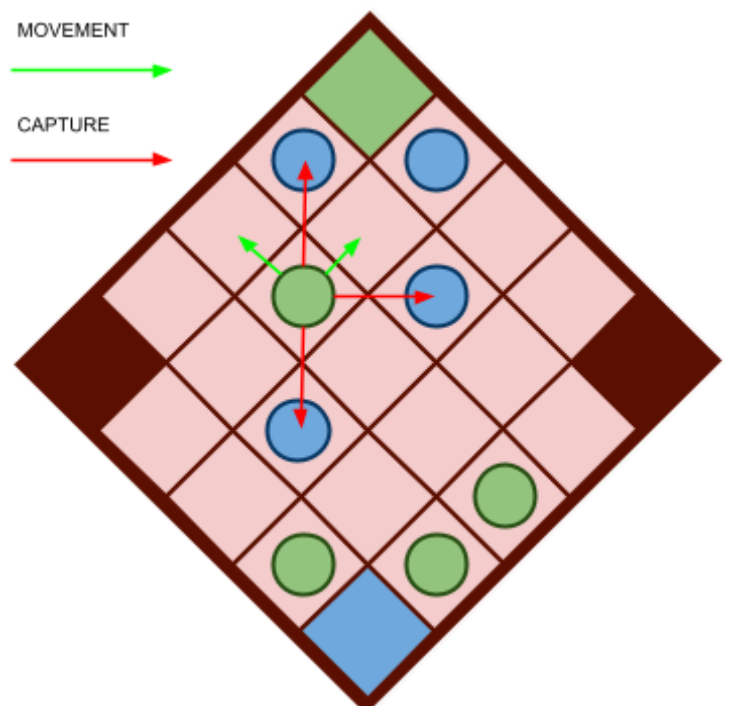
take a five by five grid and place it diagonally oriented between the players, the two corners closest to the players are each other players' respective goals to reach with one of four pawns, the other two corners are non-occupiable squares.

Each player starts with the 4 pawns on the four squares to the left and right border of their closest corner.



Gameplay and Win

Players alternatively take turns moving one square orthogonally towards the goal or capture opponent's pawn diagonally (in all four directions), a captured piece must be immediately placed back on the board on any unoccupied square by the capturing player before passing the turn. The first player that walks a pawn in the goal wins the game.



Stale and repetition

if a player is not able to move or capture that player wins immediately. If both players repeat the same move 3 times each the game ends in favor of the player who made the last turn

F.A.Q.

Q: I've captured an opponent pawn, where I'm allowed to place it back on the board?

A: on any square available, not occupied by a pawn already.

Q: I just made a move and the opponent can't move nor capture, what do we do?

A: that opponent wins the game immediately, you lose for falling to a stalemate position

Q: I'd like to publish this game, can I do it?

A: yes, please contact me at federico.latini@gmail.com to arrange a deal

Q: I'd like to publish a digital version of this game, can I do it?

A: yes, please contact me at federico.latini@gmail.com to arrange a deal

Credits:

this game wouldn't be possible without the help of:

-Maru XV games

-Giacomo Sottocasa