

Ctrl[®]

Introduction

Players compete on an abstract 3-dimensional battlefield. The goal is simple: control the largest area at the end of the game!

But to do that, you'll need to solve a thinky 3D puzzle, placing your blocks along 3D paths that climb up and down surfaces and over other players' blocks.

Build on top of your opponents to take control of their areas, and plant your flag to protect areas where you want to build – but try not to get blocked yourself!

Components

1 Large Central Cube



88 Connectable Blocks
(22 per player)



4 Player Flags
(1 per player)

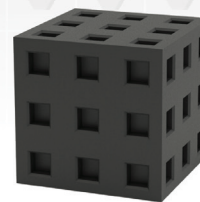


4 Player Color Cards



Setup

- 1 Place the **Central Cube** on the table, within reach of all players.

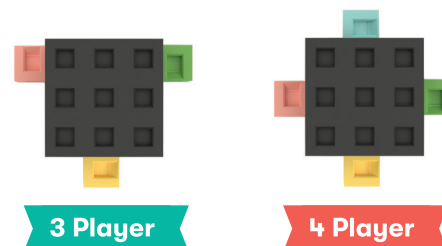


- 2 Each player chooses a **color** and takes the **22 blocks** and **flag** in their color.

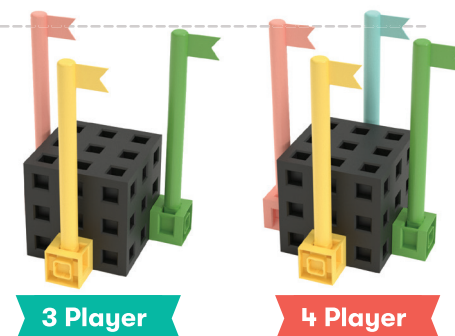


- 3 Each player connects 1 of their blocks to the Central Cube in the **starting positions** shown. Each starting block should be adjacent to the **table surface**.

If you are playing with 2 players, see the 2-Player Variant on page 8.



- 4 Each player connects their **flag** to their starting block as shown.



- 5 The player who suggested playing CTRL takes the **first turn**.

Overview

Over the course of the game, each of you will build a 3-dimensional **Domain** by strategically placing your colored blocks. Your goal is to have the **largest Domain** at the end of the game.

The game ends after each player has placed **all** of their blocks. Each player counts the **size of their Domain** by counting the total number of **faces** of their blocks that are **exposed**. Faces that are **hidden** by other blocks (either yours or an opponent's) don't count towards the size of your Domain. (See page 7 for detail.)

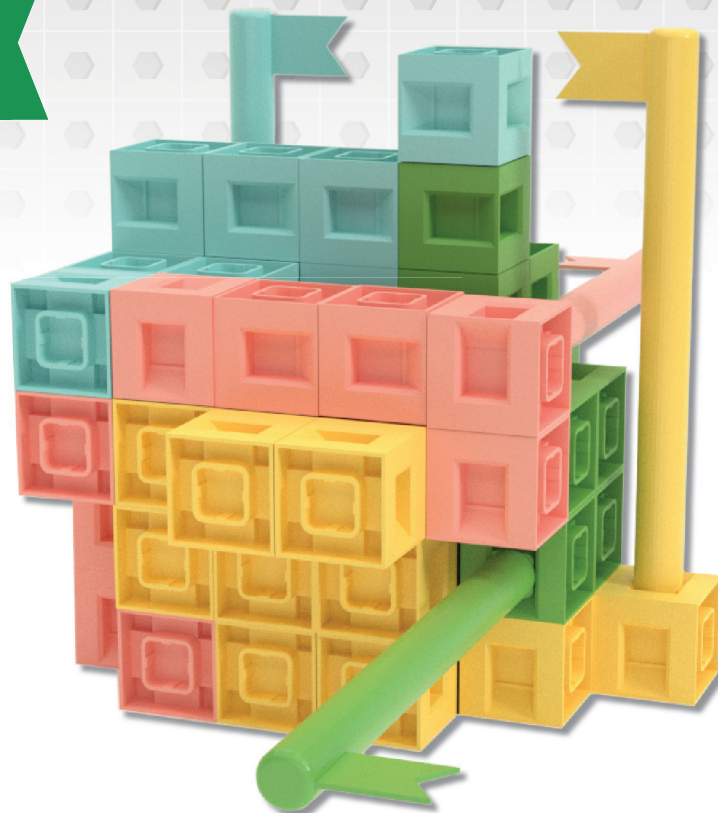
If you have the **most exposed faces** of any player, then your Domain is the **largest**, and you **win CTRL**!

The Battlefield

The **Central Cube** and all blocks that are **connected** to it are called the **Battlefield**. Whenever a new block is connected to the Battlefield, it becomes **part of the Battlefield**.

During the game, players can freely **rotate** the Battlefield to see it from any perspective (and will need to do so during scoring!).

However, the Battlefield **must always remain on the table**. Players may only place blocks on the **top or sides** of the Battlefield – they may never place blocks on the **bottom** of the Battlefield (the side facing the table).



Domains

Your **Domain** consists of all of the blocks of your color that are **on the Battlefield**. Your Domain may be “broken up” by other players’ blocks, but all exposed blocks of your color still count as part of your Domain during scoring.

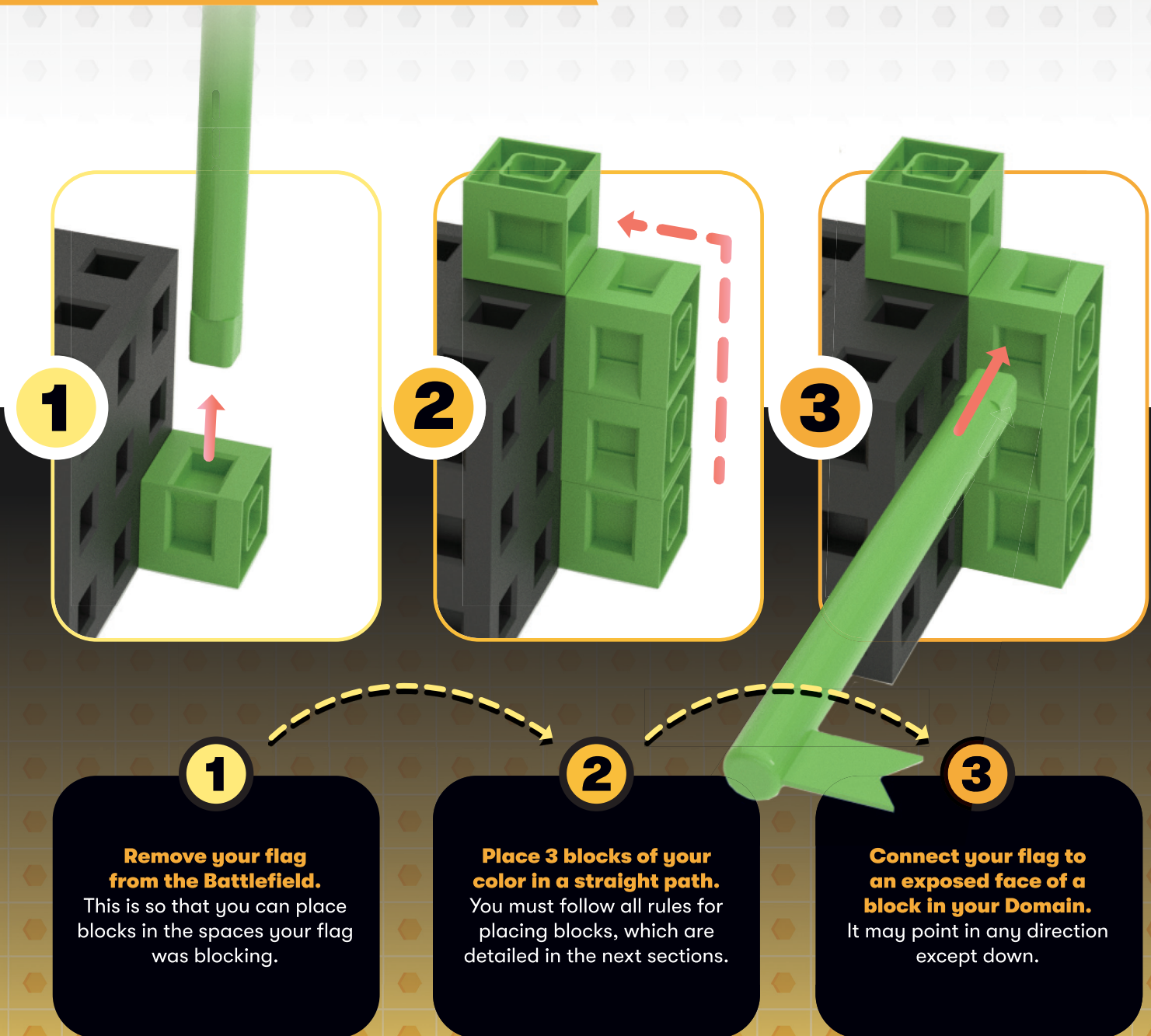
Flags

Your **flag** is used to block other players from placing their blocks in certain spaces. Other players may never place their blocks in spaces that are blocked by your flag.

Flags may **never** be placed such that they **point down** (towards the table).

Game Turn

Each turn has 3 steps:

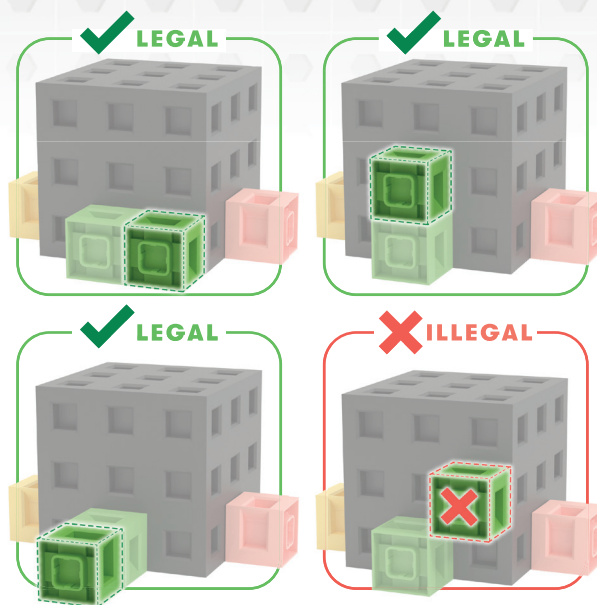


Placing Blocks

Placing your First Block

The first block you place each turn must be **adjacent** to a block in **your Domain**. Your first block determines the **starting point** for your path.

NOTE: It doesn't matter where you "plug in" your blocks, as long as they are in the correct location.

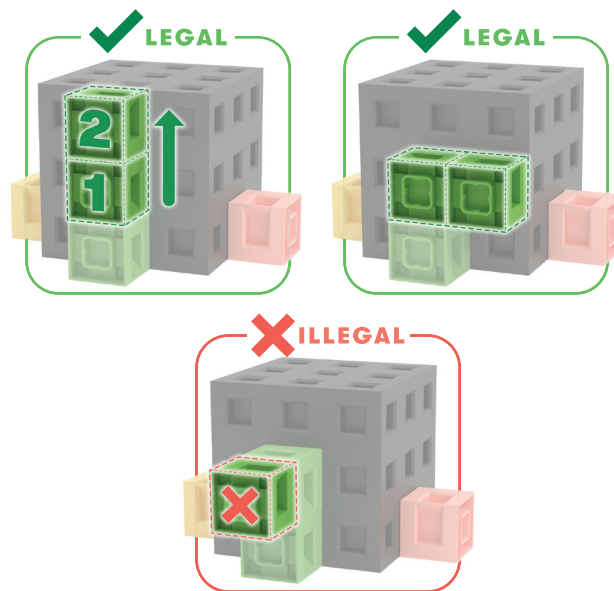


Making a Path

Once you have placed your first block, choose a direction of travel, and place your remaining blocks in a **straight path** in that direction.

Your path must travel **along the surface** of the Battlefield. You may not travel "**away**" from the Battlefield.

IMPORTANT: The **only** time you are allowed to travel away from the Battlefield, rather than along its surface, is when you place the **first** block on your turn.



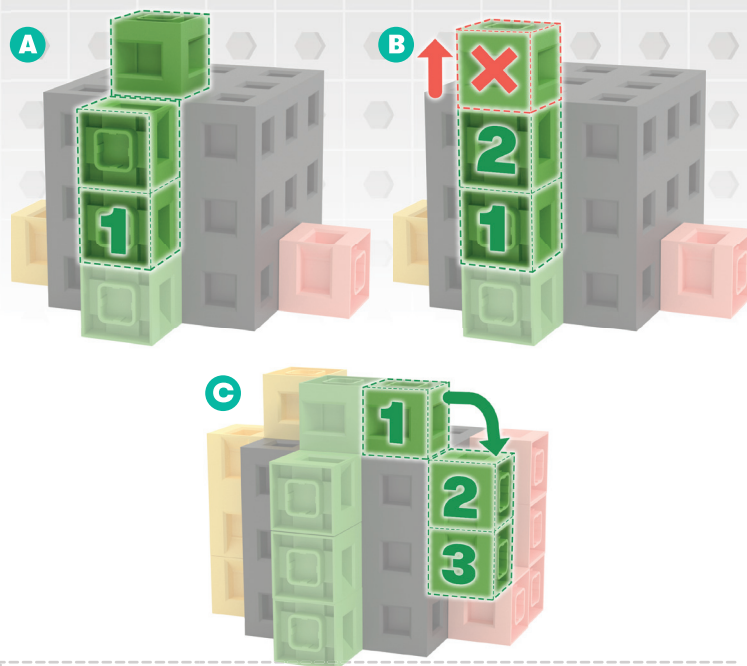
Reaching an Edge

A When you reach an **edge** of the Battlefield, the next block in your path **rolls 90 degrees forward** onto the new surface.

NOTE: Some players may find it easier to think of this as “wrapping around” the edge rather than rolling over it.

B You may **NOT** continue to travel in a straight path beyond an edge, as this would be travelling **away** from the Battlefield.

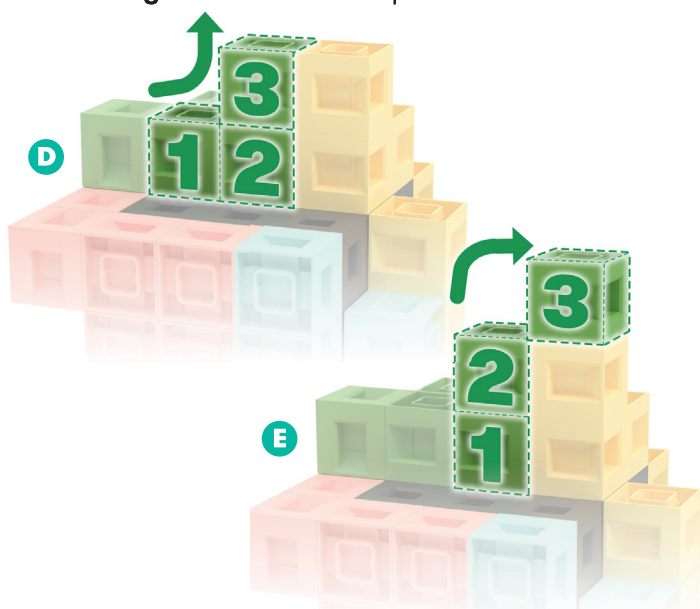
C If **after** you roll over an edge you have more cubes to place, continue your path along the **new** surface.



Hitting a Wall

D If you hit a **wall**, the next block in your path **rolls 90 degrees backward** so that it **climbs** the wall.

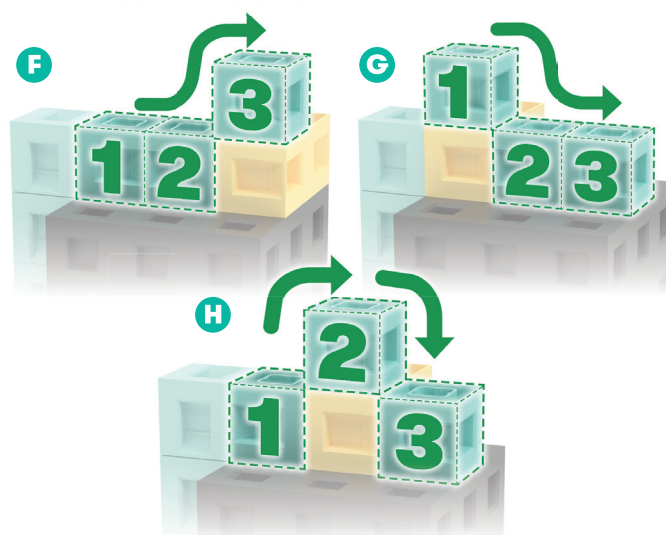
E Note that if you reach the **top** of a wall, you should treat it the same as reaching an **edge**, and roll **90 degrees forward** on top of it.



Stepping Up & Down

You will often encounter edges or walls that are only **1 block high**. In this case, the next block in your path **F steps up** (if it is a wall) or **G steps down** (if it is an edge).

H It is possible to need to step up and step down in the same movement.

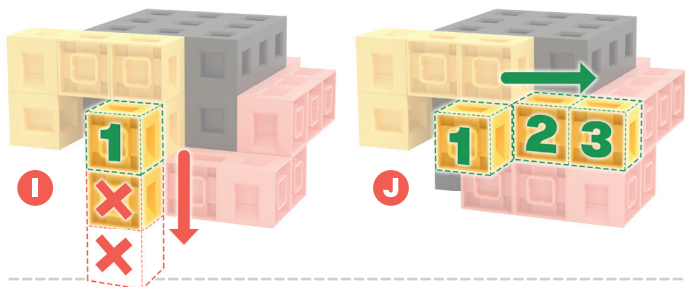


Obstructions

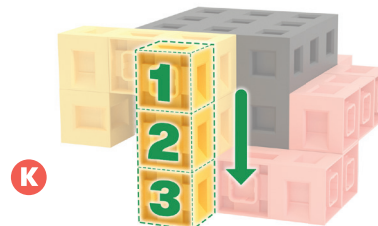
If you are unable to follow the placement rules because your path is **obstructed**, then your **path is illegal**. You must choose a **different path**.

Hitting the Table

I If you travel **towards the table**, your path may be obstructed by the **table surface**. **J** If this happens, you must choose a **different path** to travel.

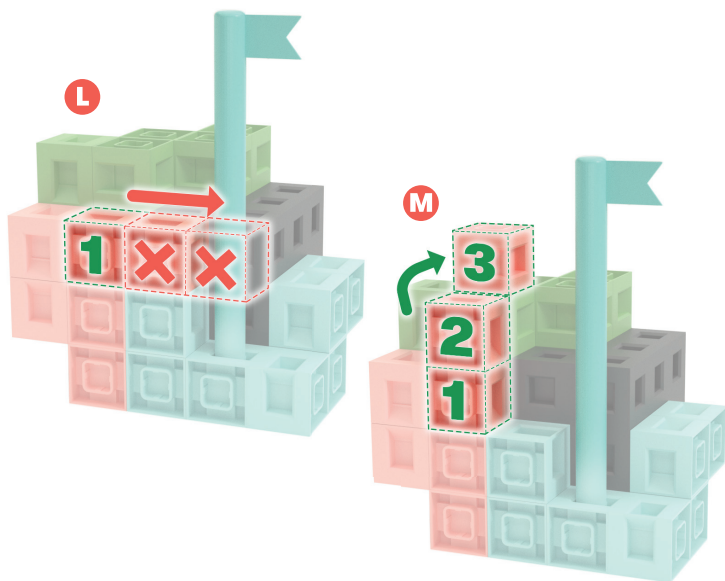


K Note that placing your final block **adjacent** to the table is **legal**. Your path is only obstructed if you **cannot** place a block.



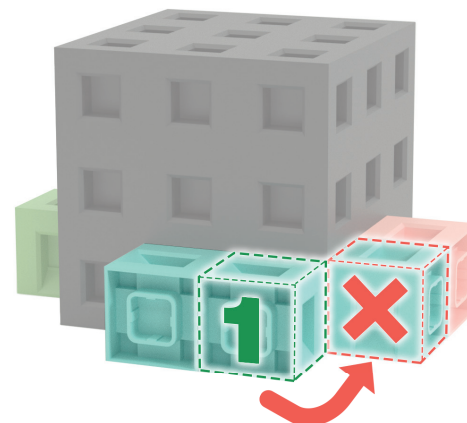
Hitting a Flag

L If your path is obstructed by an **opponent's flag**, **M** you must choose a **different path** instead.



First Turn Rule

On each player's **first turn** of the game (and only on their first turn), they cannot choose a path that would place any of their blocks **adjacent** to an **opponent's starting block**. (Adjacent to non-starting blocks is allowed.)



End Game & Scoring

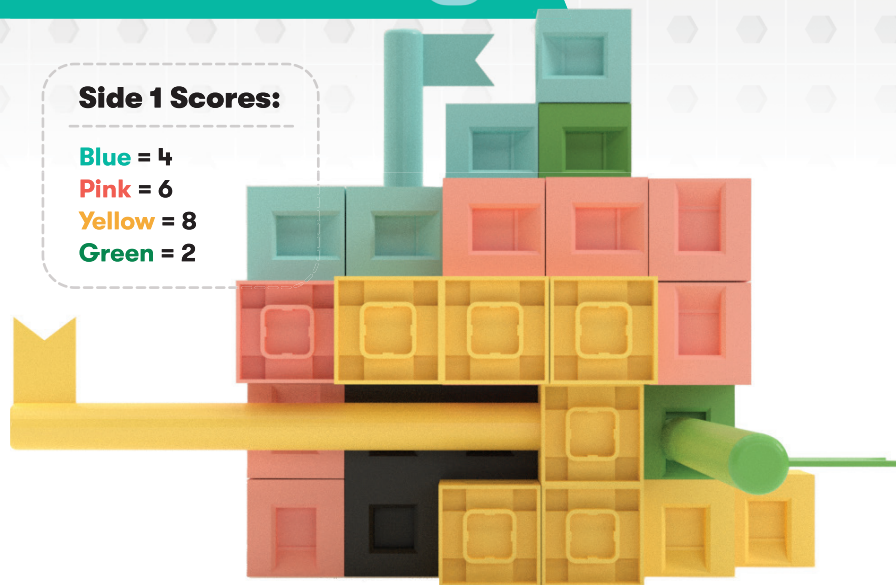
After each player has placed **all** of their blocks, the game ends, and each player's **Domain** is scored.

To score Domains, begin by choosing any **side** of the Battlefield, and count the total number of **exposed faces** of each player's color on that side. Record the results on the score pad for SIDE 1.

IMPORTANT: Flags block faces even during scoring! Any face that is **behind** a flag does not count as exposed, and is not counted towards your Domain score. In the above example, the Yellow flag hides 1 pink face, which is not counted. (The Green flag does **not** hide the green face, since it is the Green player's flag and it is seen "end on" from this perspective.)

Side 1 Scores:

Blue = 4
Pink = 6
Yellow = 8
Green = 2



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	SIDE 1	SIDE 2	SIDE 3	SIDE 4	SIDE 5	
Blue	4	2	7	1	3	17
Pink	6	5	2	7	1	21
Yellow	8	1	3	4	7	23
Green	2	6	8	3	5	24

Score Sheet

Repeat this for each of the other **3 sides** of the Battlefield, as well as the **top** of the Battlefield (looking straight down at the table). Record the results of each surface on the score pad.

NOTE: It does not matter which surface is scored in which row, as long as all 5 surfaces are scored.

Finally, add together each player's 5 surface scores to determine their **total Domain score**. The player with the highest score is the **winner!**

In the case of a tie, the player whose flag reaches the **highest above the table** is the winner.

IMPORTANT: The **bottom** of the Battlefield (the side facing the table) is **not** counted during scoring. Since the Battlefield must remain on the table, players cannot look "up" at the bottom of the Battlefield. Therefore the **bottom faces** of your blocks are not considered "exposed," and do not count towards your Domain score!



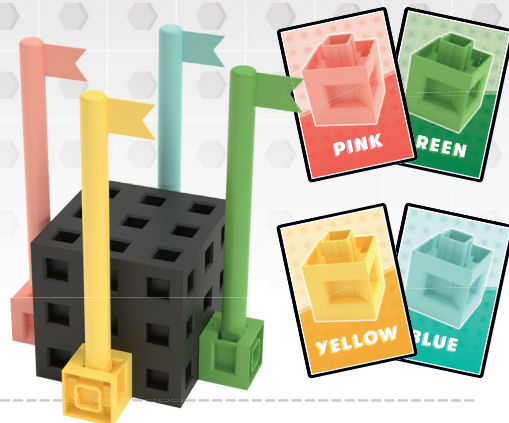
Printable Score Sheets & Unusual Rule Situations:

Visit www.pandasaurusgames.com/ctrl-extras or scan this QR code to print CTRL score sheets and read unusual rule explanations!

2-Player Variant

When playing with only 2 players, each player uses **2 different colors**, but secretly chooses 1 of them to score.

At setup, each player takes **2 color cards** and **all blocks** matching **both** their colors.



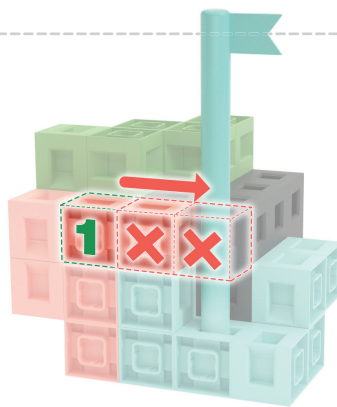
Before starting, each player **secretly chooses 1** of their 2 color cards and places it face-down in front of them. The cards that were not chosen are returned to the box, **keeping them hidden**.

During scoring, **only your chosen color will count**. Your **non-scoring color** can be used as a **decoy**, or to **disrupt** your opponent.



Players take **alternating** turns placing each of their colors. For example:

- 1 Player 1 turn 1:**
Place 3 **pink blocks** and **pink flag**
- 2 Player 2 turn 1:**
Place 3 **blue blocks** and **blue flag**
- 3 Player 1 turn 2:**
Place 3 **green blocks** and **green flag**
- 4 Player 2 turn 2:**
Place 3 **yellow blocks** and **yellow flag**



NOTE: Each **flag** still blocks paths and exposed faces of **all other colors**, so be careful not to block your **own** next move!

At the end of the game, each player **reveals** the color they chose to score for their Domain. Score **only** each player's **chosen color**. Otherwise, follow all normal rules for scoring.

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Credits

Game Design:

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