RECLAiM リクレイム

1-6 players

10 and up

30 minutes

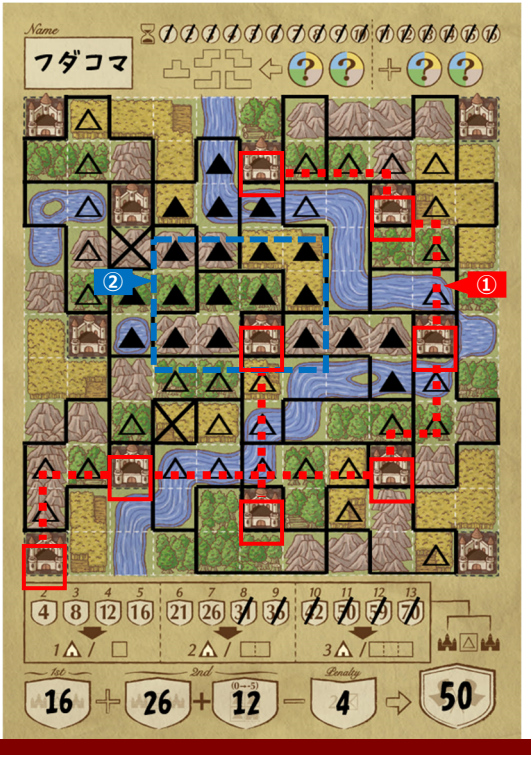
~ In medieval Europe, you are a frontier lord, seeking to restore your former prestige. Build a base, use the resources you gain, and expand your army's reach to the enemy's castle. How much land will you capture at the end of your march? ~

Game Overview

"Reclaim" is a flip and write game in which players draw shapes on a map with a marker. During the game, each player fills in squares on the map with △ (bases).

By drawing a △ on a square, players gain resources. By paying the cost of the resources, multiple squares can be divided into sections. New △ can be filled in a square, and when all the squares are filled, the △ changes to ▲ (territory).

The higher the number of castles connected by △ (①) or the higher the density of ▲ (②), the higher the score. The player with the highest score at the end of the game is the winner.



Components

6 sheets

Front (※Back is not shown)

※These are the icons indicated on the map:

- Castle
- Forest
- Field
- Mountain
- Water area

※The beginner map (the side with the river) is on the front. The advanced version of the map (the side with the lake) is on the back。

30 cards

※These icons represent the different costs:

- Wood
- Wheat
- Stone
- Water

6 markers

6 erasers

1 rulebook

Setting up the game

① 17 cards are randomly selected face down. These cards are placed on the table in a stack to form a deck. The space near the deck is used as the discard pile.

② Two cards are placed face up on the left side of the deck. These cards are called **"field cards"**. (※There are now 15 cards left in the deck.)

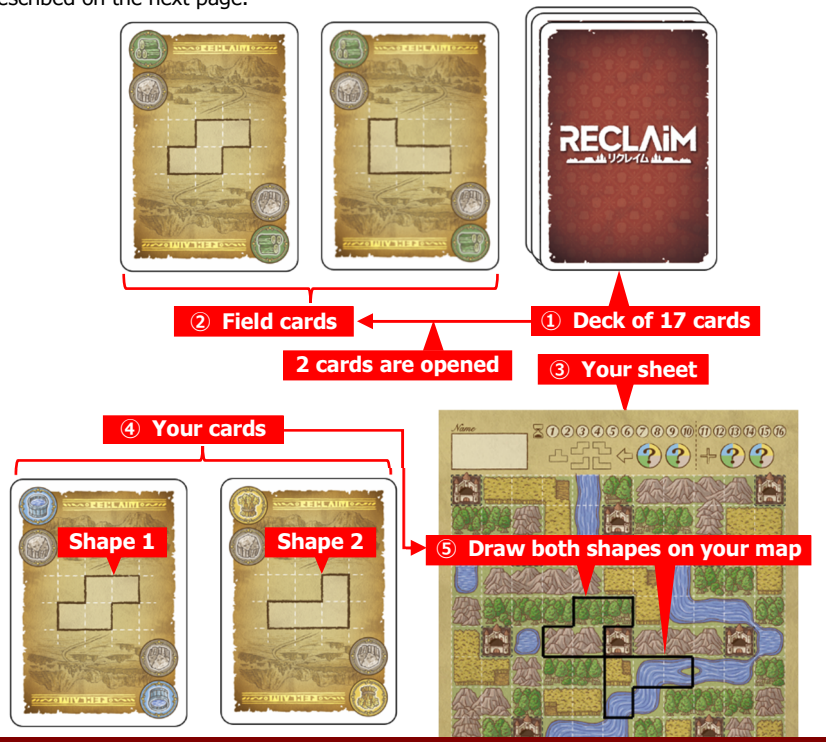
③ Each player receives a sheet, a marker, and an eraser. All players choose the same map and place their sheet on the table in front of them.

(**Note:** For the first time, it is recommended to choose the river map on the front side of the sheet.)

④ From the remaining 13 cards, each player receives 2 cards. The remaining cards are returned to the box face down.

⑤ Each player draws the shapes indicated on the two received cards on the map. Each player should fill in the shapes on the map so that they are both adjacent to the castle in the center of the map. Once completed, the cards are returned to the box.

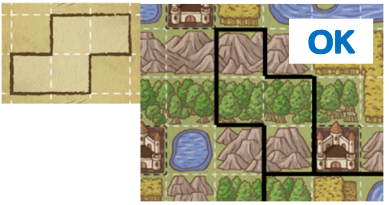
During the game, including preparation, the shapes are filled in according to the rules described on the next page.

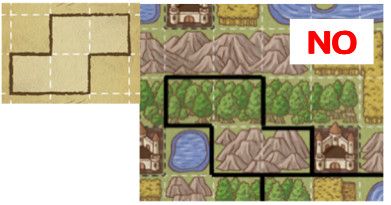


<Rules for filling in the shapes>

- A group of squares that is identical to the shape is outlined. A group of squares bordered in this way is called a **"section"**

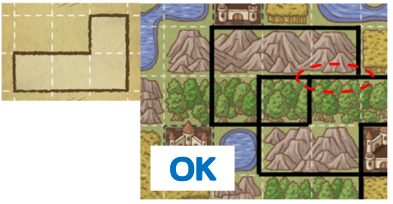
- Shapes can be rotated, but not flipped.

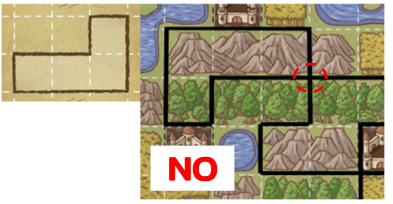




- (Except for "Preparation of the Game") Your shape must always be adjacent to a previously drawn section.

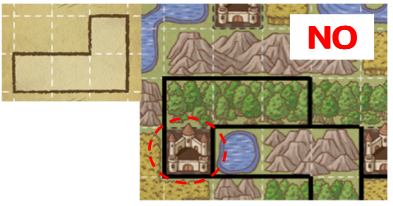
(※Sharing only a corner is not allowed!)

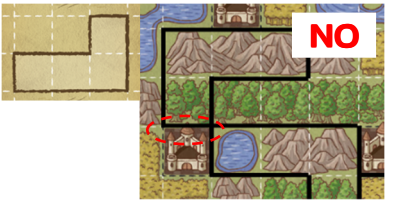




- You may not enclose a castle.

(※You may be adjacent to a castle, but you must share at least a square with a previously drawn section)





How to play

The game is played over a total of 16 rounds.

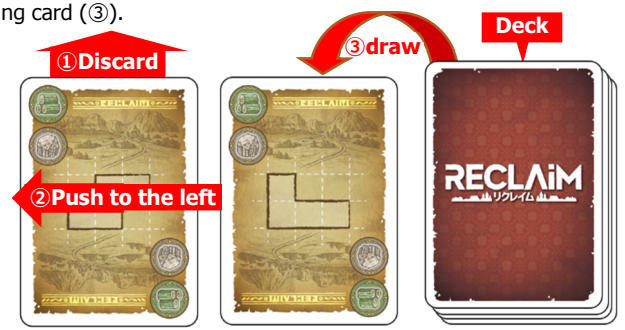
During each round, players proceed simultaneously through three phases: [1] updating the field cards, [2] drawing the shape, and [3] updating the number of rounds left.

The game is divided into a first half part and a second half part. The first 10 rounds are the first half part, and the remaining 6 rounds are the second half part.

① Updating the field cards

Note: This phase is ignored during the first round.

A player discards the leftmost field card from the deck (①) and moves the second card to the left (②). That player then adds one new card from the deck face up to the right of the remaining card (③).



② Drawing the shape

In this phase, the cost of the shape is paid and then drawn on the map.

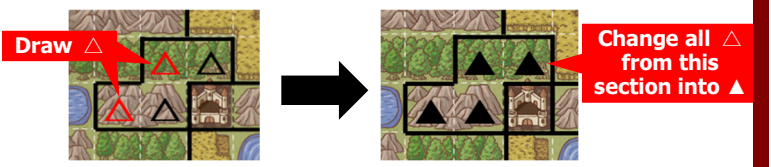
First, check the cost of the shape by checking the leftmost field card. To pay for cost, fill in two squares of the same color as the two icons listed on the leftmost field card with a △. △ can only be filled in squares that are part of sections. (※Two △ can be filled in squares of the same or different sections.)

In the second half of the game, the players also check the second field card, and pays the additional cost by drawing two more △. (※In the second half of the game, a total of four squares are marked with △.)

<Combination of icons and squares that are the same color>

Note: When considering the squares to fill in with a △, it is useful to first draw a different symbol (e.g., ∴) once to distinguish it from the existing △.

If all the squares in a section are filled in with △, immediately make sure to change all those △ into ▲.



Payment of the cost is compulsory. If a square is available as a needed resource, be sure to fill in the △. (※Please pay as much as possible, even if you cannot pay all costs.)

If all costs cannot be paid, cross out the largest (rightmost) number on the scoring track and immediately end this phase (without drawing the shape).

Note: Even in a situation where the cost cannot be paid, the cost can be paid with a special action described on the next page.

After paying the cost, players draw the shape shown on the leftmost field card on the map according to the "Rules for filling in the shapes" to create a new section.

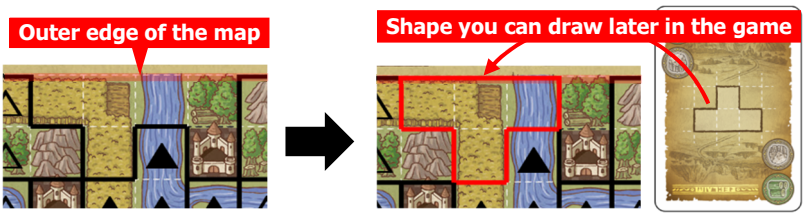
Note: In the second half of the game, only the shape shown on the leftmost field card is to be filled in.

All empty squares surrounded by sections (and castles) are marked with an "X".(※Please mark all squares as X even if the enclosed area is large enough to draw a shape later in the game.)

Do not enter an X on a castle square.

Once an X has been entered in a square, you cannot draw a △ in this square later in the game.

If one or more squares are enclosed by sections (and castles) on the outer edge of the map, no X is marked in those squares. (※The enclosed areas can be filled in with shapes later in the game.)



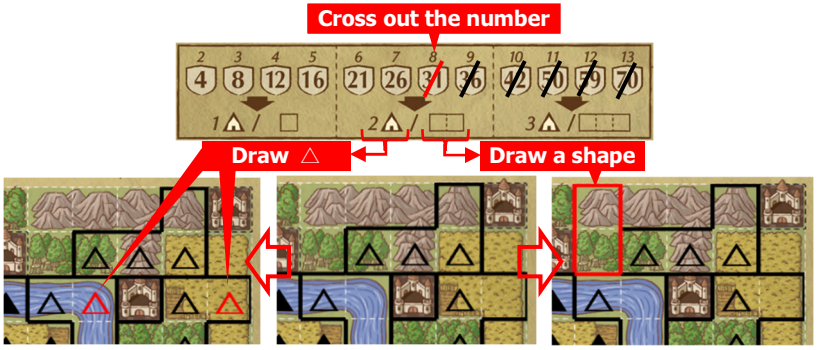
If there is no room left on the map to fill in a shape (after paying the cost), cross out the largest (rightmost) number on the scoring track.

Note: Immediately after filling in a shape, the following special action allows you to immediately fill in an additional △ in the newly created section.

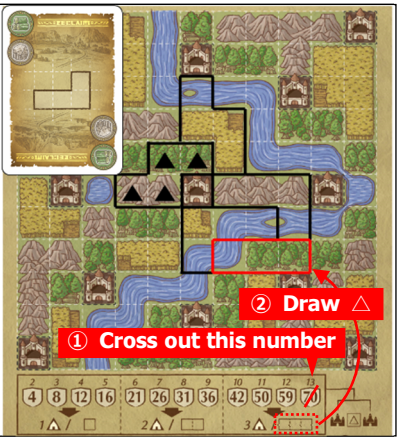
<Special Action>

At any time during this phase, each player may perform one Special Action per round as follows (※This can be done before paying the cost or after filling in the shape.)

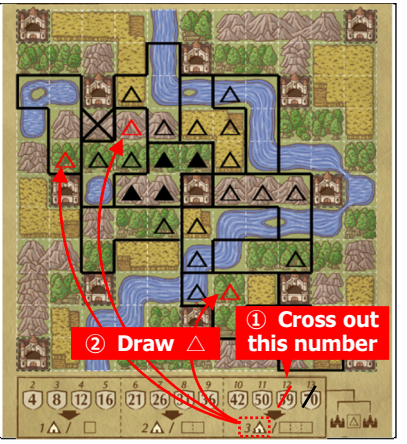
- First, cross out the largest (rightmost) number on the scoring track.
- Next, choose either [Draw △] or [Draw a Shape].
- [Draw △]: Fill in the number of △ indicated below the crossed out number. Multiple △ can be filled in separately (even in different sections). (※You must draw all the △ indicated.)
- [Draw a Shape]: Fill in the shape indicated below the crossed out number on the map according to the "Rules for filling in the shapes".



The costs shown on the field are stone and wood. You notice that there is a mountain in the section that can be marked with a △, but there is no forest in the section that can be marked with a △. So, before paying the cost, you decide to perform a Special Action [Draw a Shape]. You cross out the rightmost number of the scoring track and fill in the map with the shape for the three squares shown below it, surrounding the forest. You can now pay the cost of the field card.



The game is now in round 10. At the end of this round, the scoring phase for the first half of the game will begin. You want to increase your score as much as possible, so you decide to perform a Special Action [Draw △] after filling in the shape. Cross out the rightmost the number of the scoring track and fill in the map with the three △ shown below it. By using these △ to increase the number of castle connections from 3 to 5, you have increased your first half score to 16 points. (See the next page for how to calculate the score.)



③ Updating the number of rounds left

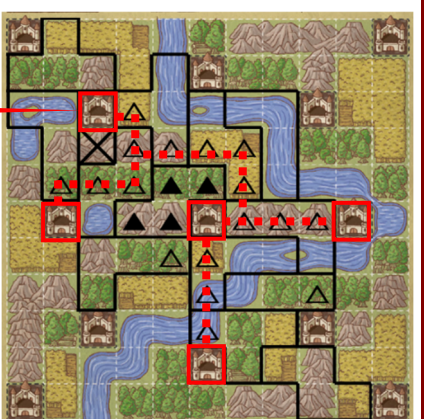
The round is ended by crossing out the same number as the current round in the Round Track.

Scoring

After the first half of the game (round 10) is completed, the first half scores are calculated.

Check the number of castles connected by △ (not ▲), refer to the score corresponding to that number in the scoring track, and write this score on the scoring column (①). (※If there is more than one group of connected castles, only the one with the largest number of connections will be scored.)

If the number of victory points according to the number of connected castles is crossed out on the scoring track, the corresponding score will not be gained. Instead, points are scored according to the next remaining value that have not been crossed out yet.

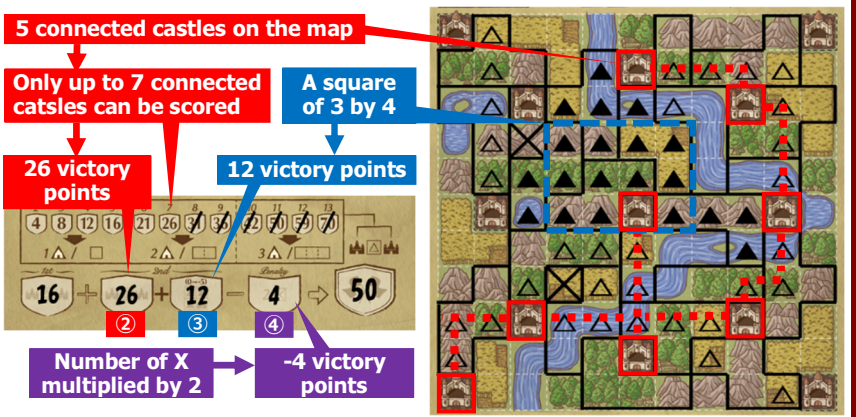


At the end of the second half of the game (round 16), the second half scores are calculated.

First, as in the first half, scores are calculated according to the maximum number of castles connected by △ (②).

Then, among the squares/rectangles (at least 2 squares in length and width) formed by ▲ and castles on the map, the one with the largest area is selected and the value equal to its area (number of squares) is entered in the scoring column (③). If you have none, enter -5 points in the score column.

Finally, enter twice the number of squares of X in the score column as minus points (④).



End of the game

When the second half of the game is over, the game ends. The player with the highest total score is the winner. If there is more than one player with the highest total, the winner is the player who has crossed out the least number of times values on the scoring track. If there is still a draw, the game is a tie.

When playing solo, the game changes to score attack mode. Try to score 80 points first, then 90 points, and finally 100 points.

Variant rule

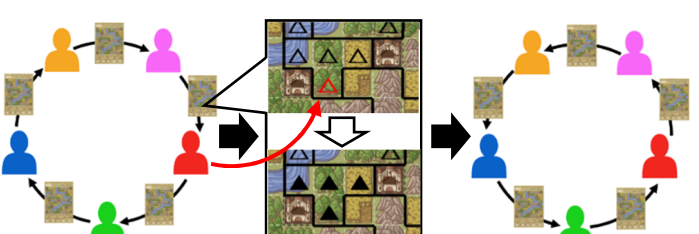
If there are two or more players, variant rules can be selected.

After the first half scores are calculated, each player passes his or her sheet to the player to his or her left and receives a sheet from the player to his or her right.

Next, each player makes a single △ on the received (other player's) sheet. As in the basic rules, the △ must be placed in a square in one of the sections.

If all the squares in the section are filled with △, all those △ are changed to ▲.

Finally, each player returns his or her sheet to the player to his or her right and receives his or her sheet from the player to his or her left to begin the second half of the game.



If you have any questions or comments about the game, please contact us at info@fudacoma.jp

Game design: Yusuke Sawaguchi Artwork: Makoto Takami