SECTORI™

CLAIM AND CONNECT TO WIN!

RULES

2 PLAYERS   AGES 7+   15 MINUTES
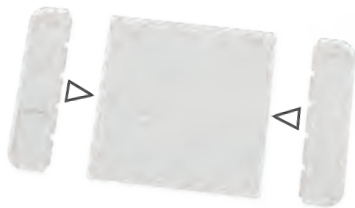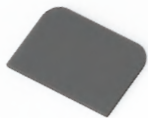
MindWare®

SECTORI

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CONTENTS

1 Game Board
(Snap on the side panels.)

60 Walls

1 Die

36 Action Tiles

15 Green Claim Tiles

1 Green Removal Tile

1 Green Repeat Tile

1 Green Takeover Tile

15 Blue Claim Tiles

1 Blue Removal Tile
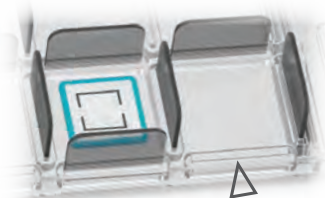
1 Blue Repeat Tile

1 Blue Takeover Tile

OBJECT

Be the first player to score a Sectori. A Sectori is 5 sectors in a row. You claim a sector when you place the last wall to form a 4-sided, 1x1 square anywhere on the board. The 5 sectors making up a Sectori can be arranged vertically, horizontally or diagonally,

Sector

Place final wall to claim Sector

SET UP

Place the board between the two players. Players choose a color and take their tiles. Each player mixes their tiles facedown where they can easily reach them. During the game, players can use walls from either set in the board tray. The oldest player goes first.

PLAY

Player 1 rolls the die. The number that is rolled is the number of walls that Player 1 can place on the board. Walls can be placed in any location; they do not have to be connected to each other. If a 4 is rolled, Player 1 can place the walls randomly or in a closed, 4-sided square allowing them to claim that sector.

See below for Claiming a Sector.

Play passes to Player 2, who rolls the die and strategically places the corresponding number of walls anywhere on the board. Player 2 may complete sectors started by Player 1 or place walls defensively so Player 1 does not have an advantage on their next turn.

If placing a wall completes two sectors, the player draws and places an action tile inside one sector, then draws another tile to claim the second sector. Do not draw two tiles at once — place one tile before picking up the second.

CLAIMING A SECTOR

If you place a wall that completes a square, regardless of whether you placed any of the other walls in that square, then you have created a sector. Draw a tile from your action tiles and place it faceup in the center of the sector to claim that sector.

If you draw a Claim Tile, simply place it in the completed sector. No further action is required.

TAKEOVER TILE

If you draw a Takeover Tile, use it to take over one of your opponent's completed sectors. That sector now belongs to you. Draw a new tile to place in the sector you just completed. If your opponent does not have any sectors to take over, return the Takeover Tile to your pile of tiles, mix them up and draw another tile. Note: A Takeover Tile cannot be played over another Takeover Tile.

REMOVAL TILE

If you draw a Removal Tile, place it in your completed sector. Once placed, remove ALL walls from the game board that are NOT part of a completed sector, even the ones you placed. An incomplete sector is any square that is not closed in on all four sides. However, a player may never remove a wall that is part of a completed sector. Put the removed walls back in the board trays with the other walls for both players to use during future turns.

REPEAT TILE

The Repeat Tile allows the player to roll again and take another turn after using this tile to claim their sector.

WINNING

The first player to get 5 sectors in a row — vertically, horizontally or diagonally — scores a Sectori and wins the game. If neither player can score a Sectori, continue playing until all sectors have been claimed. Count the sectors belonging to each player. The player with the most sectors wins.
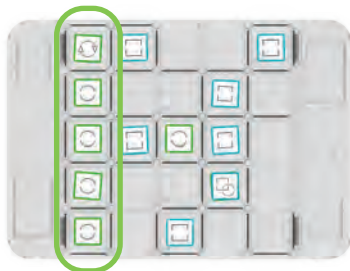
Vertical Sectori   Horizontal Sectori   Diagonal Sectori