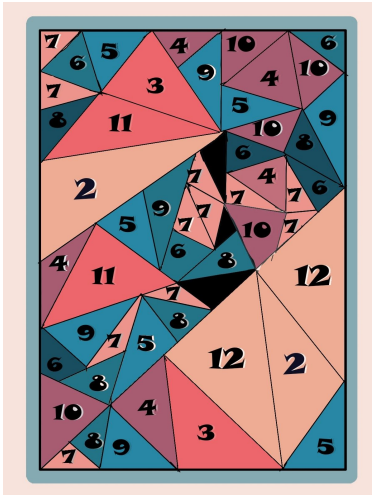


Territory

3 - 6 players

Territory is a game about taking chances and taking up space. Players are tasked with pressing their luck on each turn to capture as many territories as they can.

Objective: The goal of the game is to capture as much territory on the board with connecting sides.



Beginning The Game:

To begin the game, each player chooses a color and rolls one six-sided die. The player with the highest roll goes first, with turns progressing clockwise relative to that first player. Ties for

the highest roll will be settled by those players continuing to roll until one of them beats the other(s).

Rules

Rounds:

The total number of rounds changes based on how many players are participating. For three players, finish playing after eight rounds. For four players, finish playing after six rounds. For five players, finish playing after five rounds. For six players, finish playing after four rounds.

When starting the first round, one of the cards is drawn faced down, but not put into effect.

At the **beginning of every subsequent round**, another card will be drawn face up, and its changes to the rules will be implemented until the end of that round.

Use these cards as an indicator as to what round the game is on (three cards drawn indicates that the game is on round three, four cards drawn indicates that the game is on round four, etc.)

A round is concluded when each player has taken one turn.

Collecting Territory:

Roll two dice to determine which spaces on the board a player can land on. The player will have 3 free rolls at the beginning of their turn. After each roll the player places a white game piece on the board to save the space for the piece of their color.

After, the player may choose to repeatedly roll again; however, if the player rolls a number they got in a previous roll, all of their pieces for that round are taken off of the board. Once the rolls are finished, replace the white game pieces with the pieces of your chosen color.

Capturing Territory:

If a player rolls a number and wants to place a piece on a spot that is already occupied, a player can capture that territory by removing the other player's piece. Once this is done, the player forfeits their rolls for the round.

If all the territory of a number you roll is occupied, you will be forced to capture it.

Ending The Game

At the end of a game, each player must choose a group of territories which border each other (**connected corners do not count**) and count up the points that those territories have. The points are distributed as such:

A territory marked as 2 or 12 is worth	11 points
A territory marked as 3 or 11 is worth	9 points
A territory marked as 4 or 10 is worth	7 points
A territory marked as 5 or 9 is worth	5 points
A territory marked as 6 or 8 is worth	3 points
A territory marked as 7 is worth	1 point