

# TERRITORY

PRINTABLE BOARD GAME



INI·G@MES

	1	2	3	4	5	6
1						
2						
3						
4						
5						
6						



## ABOUT THE GAME

**TERRITORY** is a simple mini-game for two. On a special board consisting of 36 fields, players collect dashes. The players draw acquired lines on the template and conquer the territory. The template consists of multiple boxes. A territory is an area that has at least one tile. Each territory gained is points in the game. You have to get as many as possible. All spaces on the board have elements with different functions.

## PREPARING FOR THE GAME

To play you will need:

- board + template (or a traditional sheet of checkered paper),
- 2 traditional dice with numbers from 1 to 6,
- 2 color pens: red and blue,
- additional set of online cards - game expansion - add-on (optional).

Before starting, you should print out the game board and one of the available templates. When templates are not available, traditional sheet of checkered paper can be used. Players can create their own game templates. The game board is placed so that each player has free access to it. The template for the game should be placed close to the board.

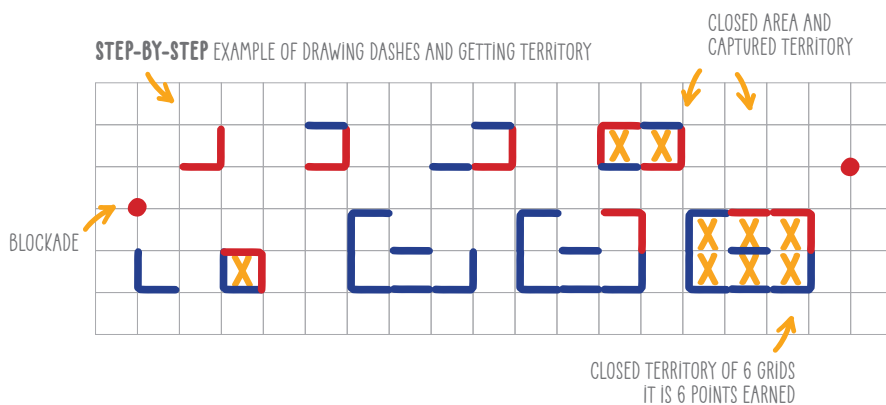
## GAME PLAY

One player rolls 2 dice. The result shows the player which element (i.e. dashes) he scored on the board. The dashes obtained (as they appear on the board, cannot be rotated) are drawn by the player on the template in the selected place. Note that dashes must always be combined with other dashes. The exception is the blockade, which will always appear as a single, separate element.

The players alternately roll 2 dice and make moves. Points can be counted each time a conquered territory is closed or after the game ends. The decision is up to the players. A territory is closed when one of the players draws a line or lines on the edge that close an area.

The dashes obtained on the board are joined together at the edges of the grids. Each grid has 4 edges. 1 BAR = 1 EDGE. The captured territory is marked with an "X" in each box. The player who manages to capture as much territory as possible wins. Each square is **1 point**.

STEP-BY-STEP EXAMPLE OF DRAWING DASHES AND GETTING TERRITORY



## ADD-ONS

The game can optionally use an additional set of dedicated cards available online. It is an interesting extension to the game. The cards show various items and tasks to be performed. There are bonuses too!

## ICONS ON THE BOARD AND THEIR FUNCTIONS



**DASHES**  
The field where the player scores the indicated dash element.



**YELLOW BACKGROUND**  
The player can use the acquired element four times.



**RED BACKGROUND**  
The player wins the indicated dash item and gets an additional one dice throw.



**CARD**  
Standing on the card field, the player draws a card from an additional online card set and carries out the instructions on the card.



**BLOCKADE**  
The obtained dot is drawn on the intersection of any edge of the grids. It blocks the possibility of drawing lines to it on 4 sides.



**PLUS**  
The player chooses one additional dash element from three adjacent spaces.



STANDING IN A YELLOW MARKED FIELD WITH A GREEN CROSS, THE PLAYER ADDITIONALLY OBTAINS ONE OF THE 3 AVAILABLE ITEMS THAT ARE LOCATED NEXT TO THE CROSS.



