










# TerraFlip

## Introduction

In Terraflip each player takes control of one of the 4 families of the land (represented by a color). The previous ruler has just died and each player's objective is to become the next ruler of the land. In order to accomplish this, each player will try to have a maximum of the land be of their color.

## Contents

	1 Tower tile		4 spy tokens (1 of each color)
	4 Knight tiles (1 of each color)		4 Catapult tiles (1 of each color)
	4 Campsite tiles (1 of each color)		
	9 Forest tiles		9 River tiles
	9 Mountain tiles		9 Desert tiles

## Setup

Put the tower tile in the center of the table in-between all of the players. Give each player the tiles with their symbol and 3 spy tokens of their color (the symbols are used only at the beginning of the game to distribute all the tiles, once the game starts only the color counts). Put the unused tiles back in the box.

## Objective of the game

To be the player with the most points by the end of the game.

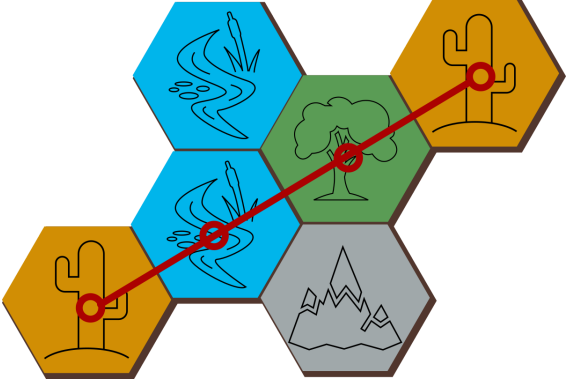
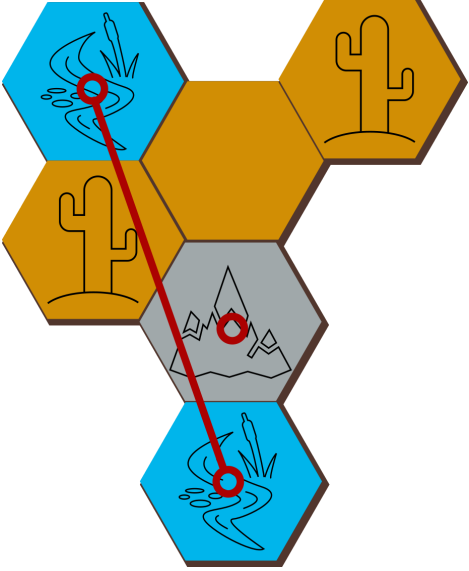
# General flow of the game

The first player is the player who can best imitate a hexagon. The game then goes in a clockwise order. Each time a player takes a turn he puts down one of his tiles and will try to flip other player's tiles to his color. The game keeps on going until all tiles have been placed, then we count the points.

## Definitions

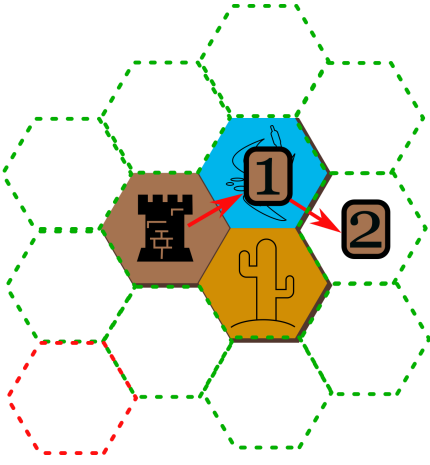
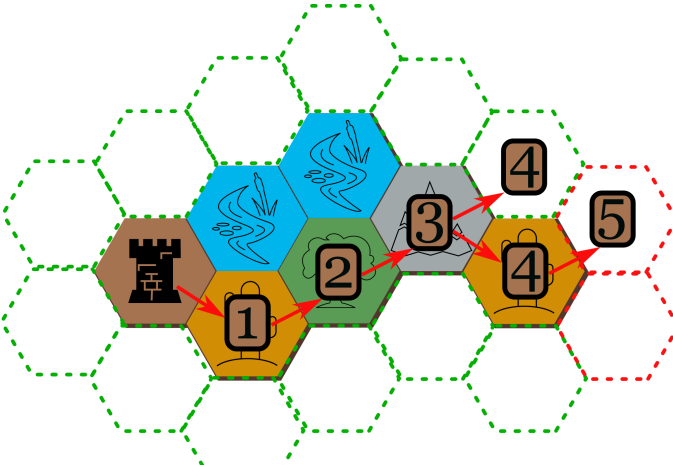
**Connected** tiles: **Connected** tiles are two tiles that share at least one border between themselves.

**Framed** tile: A tile is said to be **framed** if we can draw a line between the center of two other tiles of the same color and that that line goes through the center of the framed tile (the two tiles used to draw the line must be of a different color to the framed tile). The imaginary line stops as soon as it crosses the center of a tile of the same color as the ones used to draw the line. Additionally, the line cannot go over an empty space.

	
Example 1: The blue and green tiles are <b>framed</b> by the yellow tiles	Example 2: The gray tile is not framed by the blue ones as the red line does not go through its center.

## Putting down tiles

When a tile is put down, it must be **connected** to an already placed tile. This means that the first player must put down his tile in contact with the central tower. A tile cannot be placed more than 4 tiles distance from the tower (this drops to 3 in a game with 2-3 players)

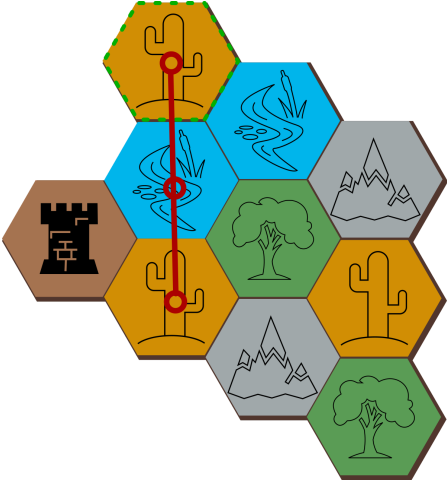
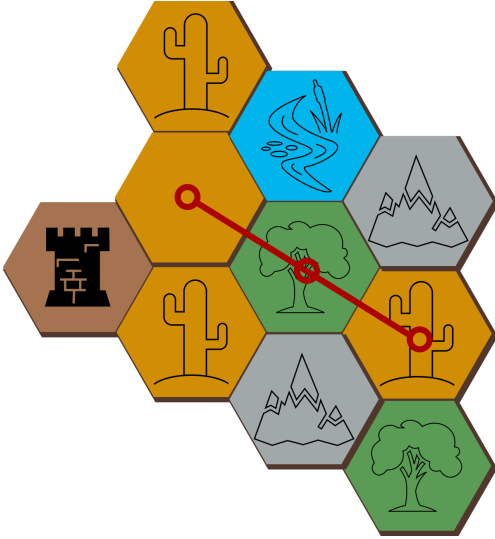
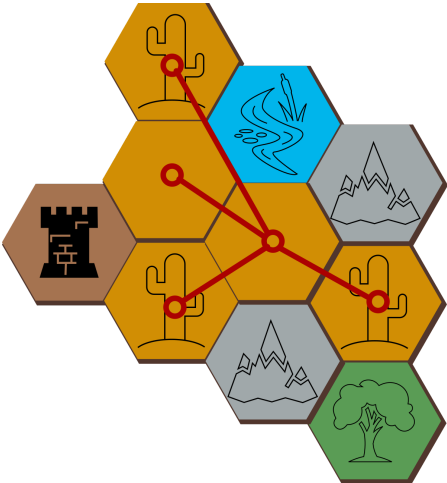
	
<p>Example 1: The yellow and blue players have placed their first tiles in contact with the tower. It is now the turn of the green player. They can put their tile down in any of the green emplacements as these are <b>connected</b> to another tile, and less than 4 tiles away from the tower. The red location is not allowed because it is not <b>connected</b> to any of the previously placed tiles.</p>	<p>Example 2: The game has progressed and it is now the second turn off the green player. They can put their tile on any of the green locations, but they cannot put it down in the red locations as these are more than 4 tiles away from the tower.</p>

## Flipping tiles

Once the player has put their tile down, they can try and flip an opponent's tile. In order to do this the targeted tile must be **framed** by two tiles of the player's color. The player cannot look under the tile he wants to flip. He will have to use his memory or luck to flip a tile over to his color.

# Flipping multiple tiles

If a player ever flips a tile of their color, they can try to flip another tile. They first must check that the tile that was just flipped frames another tile. If yes, then that tile can also be flipped. He can even frame any tile between the tile that was just flipped and the initial tile he put down.

	
<p>Example 1-1: On his third turn the yellow player decides to place a tile in the green location. This allows the player to flip the blue tile located between his two yellow tiles.</p>	<p>Example 1-2: The yellow player has flipped a tile over to yellow. This flipped tile now can be used to frame another one of their opponent's tiles. The yellow player can draw a line between this tile and another yellow tile, <b>framing</b> the green tile. He can therefore also flip this tile.</p>
	
<p>Example 1-3: The flipped tile is</p>	

also yellow, but because this flipped tile does not frame any other enemy tiles his turn ends (by tracing a line between this yellow tile and all others he does not go over any other tile of their opponents.	
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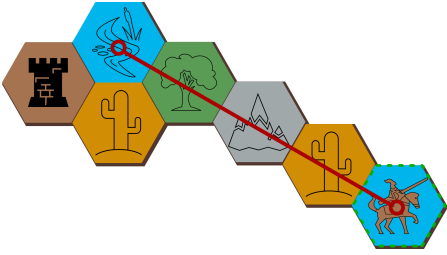
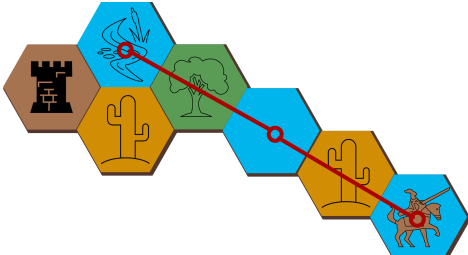
## The spy tokens

These tokens (3 per player) represent your spies. At any moment during your turn, you can spend a spy token to look under a tile. You can then put the tile back in place. This allows you to check a tile before playing your own tile.

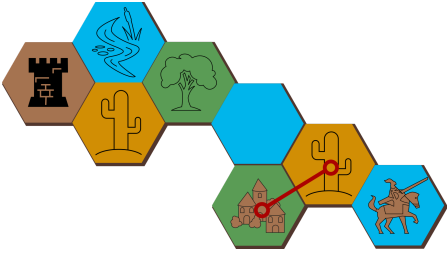
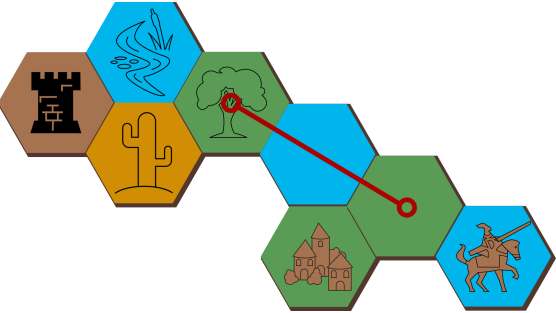
## The special tiles

Each player has 3 special tiles at his disposal. These tiles are powerful as they can never be flipped. Additionally, each tile has a special power.

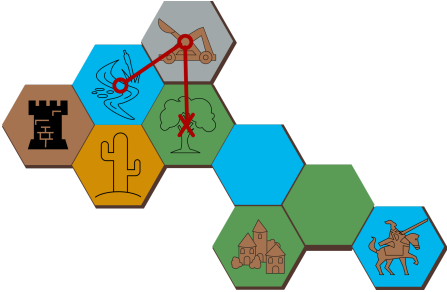
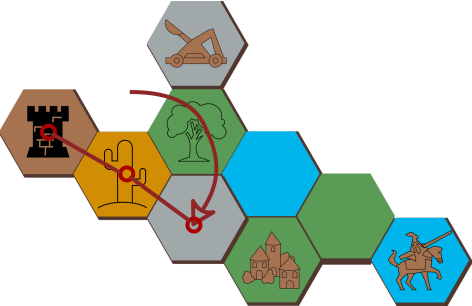
The knight tile allows you to go over the limits of the kingdom. The knight can be placed at a distance of 5 (4 in 2-23 player games) from the tower tile. The normal flipping rules apply after putting it down.

	
Example 1.1: It is now the blue players turn, they would like to put a tile on the green location but it is located at a distance of 5 from the tower. Fortunately, he can play his knight in this location.	Example 1.2: He decides to flip the gray tile and it is blue on the other side. He can now flip another tile as the tile he has just flipped now <b>frames</b> the green and yellow tiles.

The campsite tile allows a player to flip a tile **connected** to the campsite without the need to **frame** it. If the tile flipped is their color, the player can keep on playing as normal (the framing starts from the tile that was just flipped and not the campsite tile)

	
<p>Example 1.1: It is now the green players turn. They would like to flip the yellow tile, but he can't do it with a normal tile. They decide to use the campsite tile to flip it.</p>	<p>Example 1.2: The flipped tile is green; they can therefore keep on flipping tiles that are framed by this tile. The green player knows this tile is gray, but he flips it anyway to reduce the blue player's dominance.</p>

The catapult tile allows a player to catapult a **connected** opponent's tile to anywhere on the board. This new emplacement must still follow the rules of placement (**connected** to another tile, and less than the maximum authorized distance away from the tower.) Once the player has chosen and moved the selected tile (this cannot be a tile of their color or any special tile), he must then flip it to the other side. By using the catapult a player is also not allowed to disconnect any other tiles from a path to the tower.

	
<p>Example 1.1: The gray player puts his catapult down. Out of the two tiles connected to it only the blue one can be chosen as the target (changing the location of the green one would separate tiles from the tower)</p>	<p>Example 1.2: He therefore catapults the tile to the location indicated by the arrow and flips it. The tile flipped is gray; he can therefore keep on flipping tiles: for example the green one in between his tile and catapult.</p>

# Counting points

Having the most territory does not make you the winner. Each tile of your color gives you points, but consolidated areas give more points than isolated ones. Each isolated tile gives the player 1 point whereas each tile **connected** to another tile of its color is worth 2 points.

Additionally, some extra points are given based on the turn order. The first player gets an extra 3 points, the second +2 and the third +1. The last player does not receive any bonus point as going last is more advantageous in this game.

In case of a tie in the number of points the tied player with the most tiles of their color wins the game.