

Parasites' Rules

Vocabulary:

In order to understand the following rules, here are some vocabulary's words you need to know:

- The board's squares are named territories
- A development's point is the capacity for the player to create a parasite. A player has 2 development's points by turn.
- A creation's point is the cost of a parasite.

Goal:

Conquer more territory than opponents or eat all opponents' queens.

The game consists of a board composed of territories that the player will need to conquer. To achieve this goal, the player can create 5 different types of parasites.

A parasite **can't move** and the only way for the player to progress on the board is to create new parasites from its already created parasites. Indeed, every parasite can create other parasites (depending of their creation power and their creation scope).

Here are the different kinds of parasites: The queen, the attacker, the defender, the builder and the colony. Their powers will be discussed later.

Number of players:

-2 to 99: The board is as big as the players want, so there are no real limits.

Beginning of the Game :

The game pick, a random way, which of the players play at first.

First player put his queen on the board. He can't put it more than $\frac{1}{3}$ of the board size from the border.

For example, if the board is a 10x10 board, the player can't put his queen further than 3 lines of any border ($\frac{1}{3} * 10 = 3$).

The other players must follow the same rule, plus one. They also can't put their queen less than 5 territory of an opponent queen.

The only exception is when the game's board is bigger than 30x30. In this case, the $\frac{1}{3}$'s rule don't need to be respected, but the "not less than 5 territories of another queen" rule remains the same.

The way the game works:

This game is a turn by turn's game in which every player has the same rights and power.

When it is your turn, you have 2 development's point to use. Playing queen costs the player 2 development's points but playing parasite of another kind (a defender, for example) costs him only 1 point.

So, if the player creates one parasite with its queen, he won't be able to create a parasite with another parasite than its queen, because playing queen will cost him 2 development points. But if he

starts creating a parasite with a builder, for example, the player can use the rest of the builder's creation's points, and then, play with another parasite with its 1 development point left.

All parasites cost several creation's point, and to create a parasite from another, the first one needs to have enough creation's points.

For example, a builder has 6 creation's points and an attacker needs 3 creation's point. So, the builder will be able to create 2 attacker (it will cost him 6 creation's points and cost the player 1 development point). Then, the player can use another parasite, paying its last development point.

When a parasite is created beside an opponent's parasite, there is a fight!

Each parasite has attack's points and defence's points, depending of its king of parasite.

When two parasites are beside each other, we calculate the amount of attack's point from the parasite that attacks and the amount of the attacked parasite, then:

- If attack's points are less than defence's points: nothing change.
- If attack's point are equals or bigger than defence's points: the opponent's parasite is destroyed and replaces by a colony of the offender.

End of the Game:

There are 2 ways the game ends:

- At each turn, the player can pass its turn without creating a parasite. If all players passed their turn doing nothing, then the game ends.
- If a player remains the only one on the board, he is the winner.

In the first option, the winner is the player which has the bigger territories area.

Other rules :

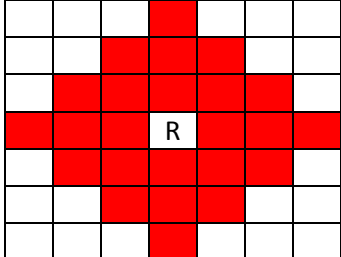
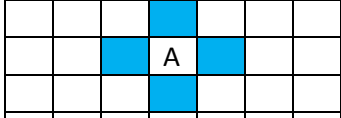
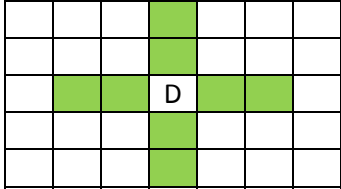
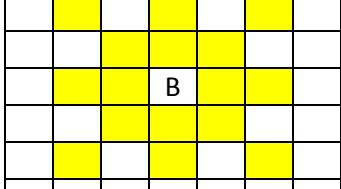
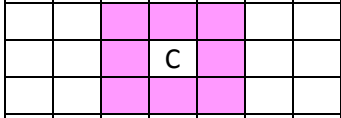
- If a player eats an opponent's queen, then all the parasites of the opponents become the player's parasites and the opponent lost the game.
- If a player creates a parasite "2" from a parasite "1", then he cans, in the same turn, create parasites with the parasite "2" which has just been created.

Colonies' rules:

Colonies are special parasites:

- They have unlimited defence's points.
- The only way to destroy a colony is in surrounding it with 4 of your parasites.
- A player can change any of his parasites (except the queen) into a colony, paying 2 development's points (so, if a player does that, he would not be able to do anything else after for this turn).
- Eating an opponent's parasite changes it in one of your colonies.

To understand better

Name	Icon	Cost	Attack	Defence	Creation's points	Creation's scope
Queen	R	Infinity	3	8	10	
Attacker	A	3	4	5	2	
Defender	D	2	2	8	4	
Builder	B	2	1	3	6	
Colony	C	infinity	2	Infinity	6	

Understanding colonies:

Case 1		A		
	D	D	D	

Case 2		A		
	D	C	D	
		B		

Case 3		A		
	D	C	D	
		B	C	A
			A	

Case 4		A		
	D	C	D	
	A	C	C	R
		D	B	

Explanations:

Case 1:

The number of offenders' attack points is: $4 + 2 + 2 = 8$

The number of defender points is: 8

$8 = 8$, so the Red defender is destroyed and replaced by a Black colony.

Case 2:

Red colony is surrounded by 4 Black parasites, so it is destroyed and replaced by a black colony.

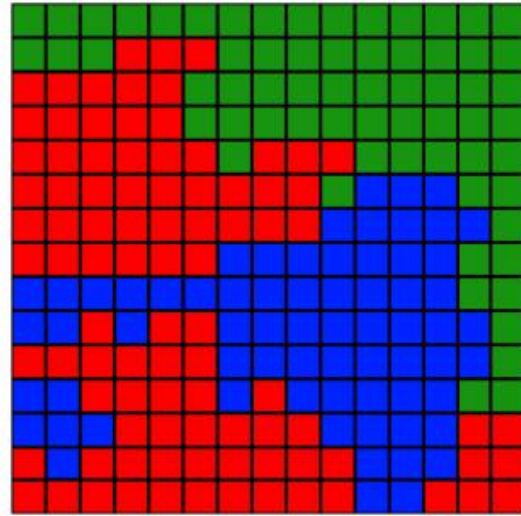
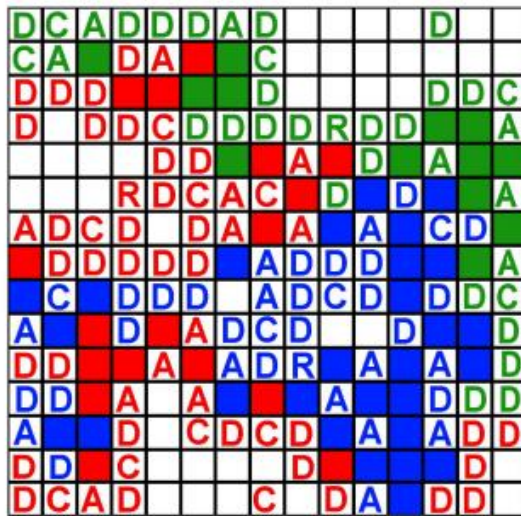
Case 3:

Red colonies are not destroyed because they are not surrounded by parasites of the same player (there is 5 black parasites and one blue). So, colonies remain red's.

Case 4:

Three red's colonies are surrounded by the same player, so the three of them are destroyed and become black's colonies!

End of a Game:



This situation is the end of the game because no players can attack other player and every player pass their turn.

To discover which player won, we count the number of territories of each player.

Be careful: When an empty territory is surrounded by several players, the one with the higher attack's points takes this territory.

So, in this case, the winner is the red player!