

# Settlement

Welcome to **Settlement**.

## Starting a Game

To start a game, send a message to the Game Objective Disseminator (**G.O.D.**) at (401) 372-2272. The message should say: start game [enemy phone number]. The enemy phone number should include their area code and must only consist of numbers.

Example start game command:  
start game 4013162916

**G.O.D.** will then ask the enemy player if they wish to accept the game. If they accept **G.O.D.** will start the game.

## Land Structure

A coordinate system marks the land. A - H runs west to east. 1 - 8 runs north to south. The land is also divided into two sides. Your territory and the enemy territory. If you build a **Settlement** in your territory your score will go up 1x per round for every round the **Settlement** is left standing. If you build a **Settlement** in enemy territory your score will go up 3x per round, however the enemy score will also go up 1x per round, for every round the **Settlement** is standing.

## Turn Structure

### Start

If it is your turn to start, **G.O.D.** will tell you how many resources you can use on your turn. You can place **Settlements**, **Missiles**, or a combination of both, up to the number of moves you are allowed on your turn.

### Settlement Construction

**Settlements** are always placed first. After placing a **Settlement**, mark it down in your log. **Settlement** coordinates are noted letter then number (ex. D4). After placing all the **Settlements** you want to play on your turn, send your log to **G.O.D.**. Any **Settlements** played on coordinates already occupied by another **Settlement** are lost. **G.O.D.** will then tell you which **Settlements** have been lost after you place them.

\* ONLY SEND IN YOUR LOG TO G.O.D. AFTER YOU HAVE FINISHED \*  
\* PLACING ALL SETTLEMENTS FOR YOUR TURN \*

## Missile Launches

**Missiles** are always placed after **Settlement Construction**. **Missiles** destroy **ALL Settlements** in a 3 x 3 coordinate area with the **Missile** target coordinate marking the center of the blast radius. If you have any resources left over from Settlement Construction you may place **Missiles**. After placing a **Missile** mark it down in your log. **Missile** coordinates are noted letter then number (ex. C6). After placing all the **Missiles** you want to play on your turn, send your log to **G.O.D.. G.O.D.** will then tell you the results of your **Missile Launch**.

\* ONLY SEND IN YOUR LOG TO G.O.D. AFTER YOU HAVE FINISHED \*  
\* PLACING ALL MISSILES FOR YOUR TURN \*

### **End**

If you were first in the round, the enemy will now play their turn. If the enemy played first, you will now play your turn.

After the second player has resolved their turn, the next round will now start. The player who went first in the last round will now go last. The player who went last in the last round will now go first.

### **Example Round**

#### **Start**

Player 1 is the Red team and goes first on this turn. **G.O.D.** tells them they can use 4 resources this turn.

#### **Settlement Construction**

They place 3 **Settlements**, A1, D4, and G7.

They send:

A1 D4 G7

To **G.O.D.**

**G.O.D.** tells them that the **Settlement** at D4 was lost.

#### **Missile Launches**

They now launch 1 **Missile** at D4.

They send:

D4

To **G.O.D.**

**G.O.D.** tells them that they have destroyed 1 **Settlement**.

#### **Switch Turns**

Player 2 is the Blue team and can now play their turn.

**G.O.D.** tells them they can use 2 resources this turn.

#### **Settlement Construction**

They place 2 **Settlements**, B2 and F8.

They send:

B2 F8

To **G.O.D.**

They cannot launch any **Missiles** on their turn.

The round ends. The next round will start with the Blue team going first.

### **Ending a Game**

The game ends when **G.O.D.** says so.