

TERRITORIO



OVERVIEW

Territorio is a 4-player strategy board game, intended for **ages 12 and up**.

OBJECTIVE

The objective of the game is to be the first player to achieve a **troop of rank 6**, by capturing five opponent troops and **returning to their territory**.

EQUIPMENT

1 die (per player)



1 pawn (per player)



1 picture tile (per player)



6 tokens (per player)



13 grid tiles



Group Members

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SETTING UP

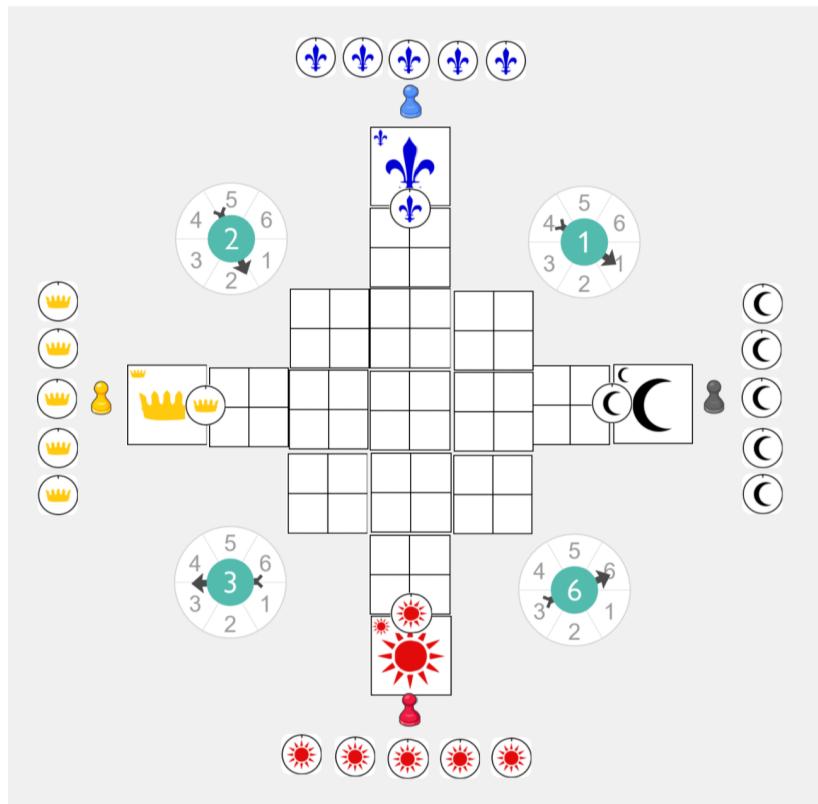


Figure 1: Set-up of the board

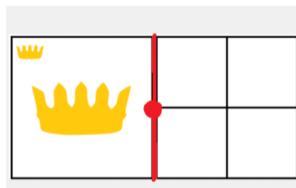


Figure 2: Initial spawn point (Red dot) and spawn line (Red line)

Figure 1 shows the entire setup. Each player starts with:

- 1 troop (token) on the board, placed on their respective spawn point (Figure 2)
- 5 troops and 1 pawn placed at the back of their territory (picture tile)
- 1 die



STARTING THE GAME

All players roll their dice. The first player is decided by the **highest roll of the dice**. If there is a draw, the tied players re-roll their dice until the first player can be determined.

The game starts from the first player and then **proceeds in a clockwise direction**.

PLAYING THE GAME



MOVEMENT

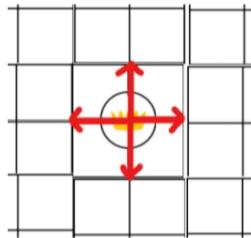
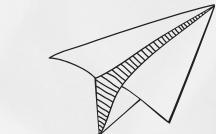


Figure 3: Movement of the troops



During a player's turn, they roll the die first. The number displayed on the die represents the number of moves that a player can make during his turn. The player then moves the troop **along the lines of the grid** (Figure 3) as per the number of moves they rolled.

- Players cannot move back and forth in succession.
- Players cannot land back on the same spot they started from.
- Players cannot step over other troops when making a move.



TROOP RANK



When the troops are stacked, the number displayed on the side represents the **rank** of the troop. The **maximum rank** a player can achieve is **6**. A player wins the game when they **step on their own territory's spawn line with a rank of 6**.



CAPTURING TROOPS



A player (e.g. Player A)'s troop can capture another player (e.g. Player B)'s troop by stepping on them on their final move. When that happens:

1. Player A will **add a troop from their hand to the stack**, thereby "growing" that troop's **rank**.
2. Player A then chooses where to place the captured troop on their own territory's spawn line (i.e. **Player B's troop is taken to Player A's spawn line**).
3. Player B then begins their next turn on Player A's spawn line.

Once a player's troop **reaches the maximum rank of 6**, it can still capture other troops but it **CANNOT increase its rank** further.



USING PAWNS



Each player receives a pawn of their respective colour at the start of the game. The pawn allows the player to **stop the opponent from capturing their troop**.

- It can be used only once at any point of the game **when an opponent attempts to capture that player's troop**. Then, this move is invalid and the opponent has to make a **different move**.
- Once the pawn is used, it is discarded and placed back into the holder.

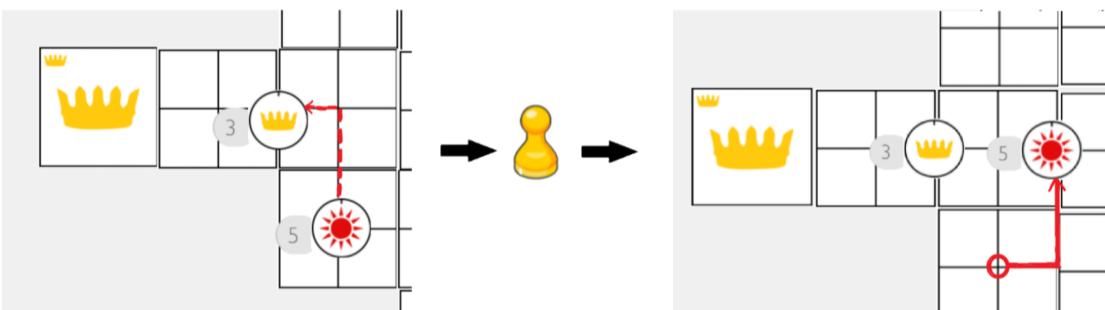


Figure 4: Yellow uses their pawn and Red makes a different move instead

Suppose Red rolls a three and wants to capture Yellow's piece. Yellow can choose to use their pawn and deny Red from capturing their piece to avoid being sent to Red's territory (Figure 4). Then, Red must start from their original position and make a different move which does not involve capturing Yellow instead (Figure 4).



ENDING THE GAME

The first player to have their troop **reach a rank of 6 AND return to their territory** wins Territorio!



**HAVE FUN
AND
TERRITORIO**

Fun fact: did you know Territorio has 2 T's, 2 I's, 2 O's, 3 R's and 1 E? :)