



Surround your opponents to win the most territories.

Fast paced and addictive, this beautifully crafted game will be sure to please the whole family circle !

## Contents

- 1 Wooden playing board with 25 territories,
- 1 Starting base containing the 4 colors,
- 48 Rings: 12 blue, 12 green, 12 yellow and 12 red.
- 12 Bases: 3 blue, 3 green, 3 yellow and 3 red.

## Purpose of the game

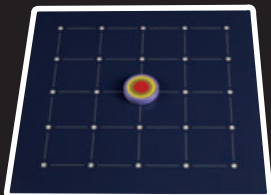
The object of the game is to win the most territories by gaining the majority of rings on each territory.

## Preparation of the game

Players choose their color:

- if two players are playing, they play with two colors each (24 Rings and 6 Bases).
- if three players are playing, they each play with one color (12 Rings and 3 Bases) and a third of the fourth color (a stack of 4 Rings and 1 Base).
- if four players are playing, they each play with one color (12 Rings and 3 Bases).

The player starting the game places the starting base on one of the 9 central territories. The rest of the board is empty.



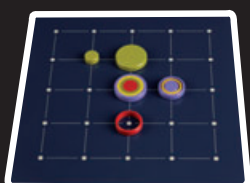
## Playing the game

Taking turns, you can either :

- 1- Place a Ring or a Base on any free territory that is linked vertically or horizontally to a territory that already contains your color (including the starting base).
- 2- Add a Ring on a territory that you already occupy.
- 3- Place a Ring on a territory where other colors are present if it is linked vertically or horizontally to a territory containing your color.

## Example

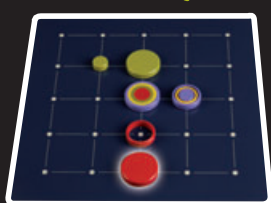
Red's turn to play



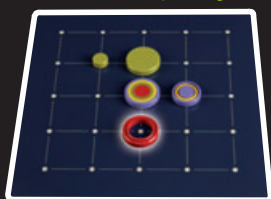
- 1- Red can place a Ring on any free territory that is next to a territory containing red.



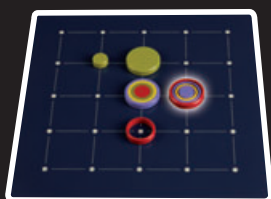
- 2- Red can place a Base on any free territory that is linked to a territory containing red.



- 3- Red can place a Ring on a territory that red already occupies.



- 4- Red can place a Ring on a territory where other colors are present if it is linked to a territory containing red, and if red has the adequate size available.



## Important

- Only one Ring of each size can be placed on each territory.
- A Base can only be put on a completely free territory.
- 2 Bases of the same color cannot be placed on adjacent linked territories.
- A territory is won when a player has a majority of one of their colors on a territory at the end of the game (bases do not count).  
Example: if a player is playing blue, blue wins the territory in the following cases:

- 4 Rings on the territory :  
4 blue



- 3 blue and another color



- 2 blue and 2 different colors



- 3 Rings on the territory :  
3 blue



- 2 blue and another color



- 2 Rings on the territory :  
2 blue



- 1 Ring on the territory :  
1 blue



In all other cases, the player loses the territory.

If there is a tie on a territory, nobody wins it (even if the tie is between two colors owned by the same player when only two players are playing).

## Winning the game

The game is over when no player can put a new Ring on the board.

The player with the most territories wins the game.

If there is a tie between two or more players, the player who has the least number of pieces left wins.



Note :

- When 2 players are playing, each player plays with 2 colors. Majorities are obtained color by color. A player cannot combine his or her 2 colors to reach the majority.
- When 3 players are playing, the fourth color does not count to win territories. It is used to block opponents or to acquire majorities.

2 to 4 players - Ages 8 To Adult

Time to play: 10 to 20 minutes



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