

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

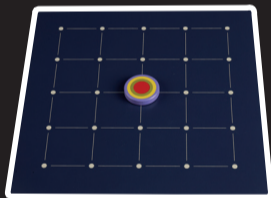
The object of the game is to win the most territories by gaining the majority of rings on each territory.

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 :

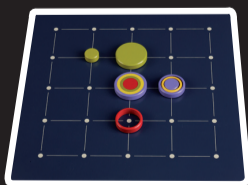
1- Place a Ring or a Base on any free territory that is linked vertically or horizontally to a territory that already contains your color (including the starting base).

2- Add a Ring on a territory that you already occupy. Where your color is already present.

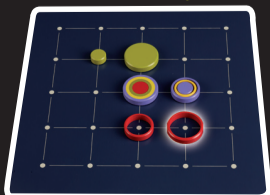
3- Place a Ring on a territory where other colors are present if it is linked vertically or horizontally to a territory containing your color.

Example

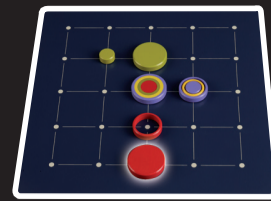
Red's turn to play



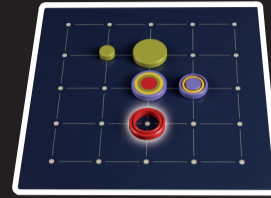
1- Red can place a Ring on any free territory that is next to a territory containing red.



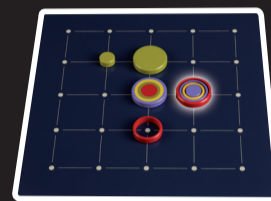
2- Red can place a Base on any free territory that is linked to a territory containing red.



3- Red can place a Ring on a territory that you already occupy.



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 they have 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 win 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