

# Hostile Takeover

Avaris Clari

Recommended Players: 3-4

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

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Building Points: \_\_\_\_\_

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Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

Building Points: \_\_\_\_\_

Remaining Lives: 3 2 1

- Supplies:
- 20 2x2 tiles
  - 50 small buildings (10 for each player, 10 unclaimed buildings)
  - 25 large buildings (05 for each player, 05 unclaimed buildings)
  - 04 pawns
  - 04 spawn tokens
  - 04 d12 dice
  - 01 Tracking Sheet (see last page)

## How to Play

### Setup

#### Player Setup Part 1

Each player chooses from one of the four colors which include a pawn, spawn tile, d12, and buildings that match. After each player has made their choice, they roll to determine the first player, who places the first tile for the map.

### Map

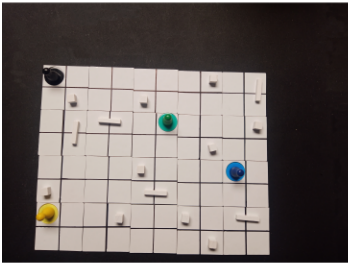
Starting clockwise from the first player, each player places a tile on the game space with at least one square touching another tile. Holes are allowed in the board, but are impassable in game play. Once all 20 tiles have been placed, the last player to place a tile places the first unclaimed building, moving counter-clockwise for each player around the map. Every small building must be laid in the middle of a square on a tile, while large buildings are laid across two squares.

#### Player Setup Part 2

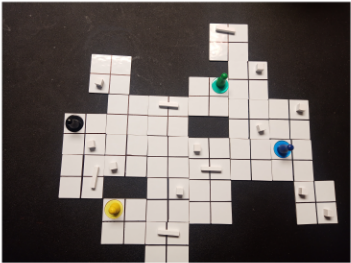
After all the tiles and buildings have been placed, it's time to choose where each player spawns in at. Starting from the first player again, each player will place their spawn point. The spawn point is allowed to touch small buildings, but must be at least one square away from large buildings. When each player places their spawn, they put their pawn on top of it. Then the game begins.

### Example layouts

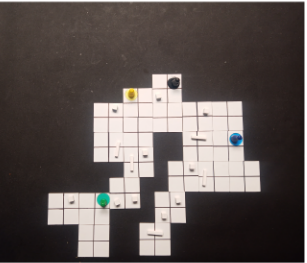
#### Legal Layouts:



The Basic Square



Crumbling City

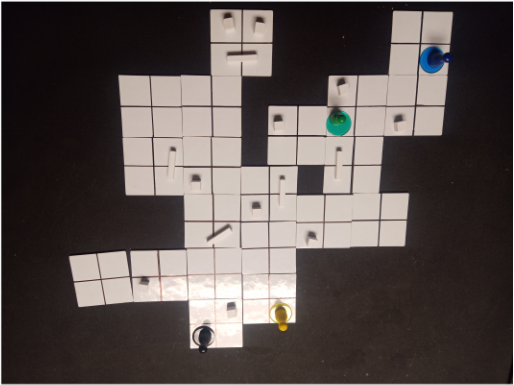


Winding River

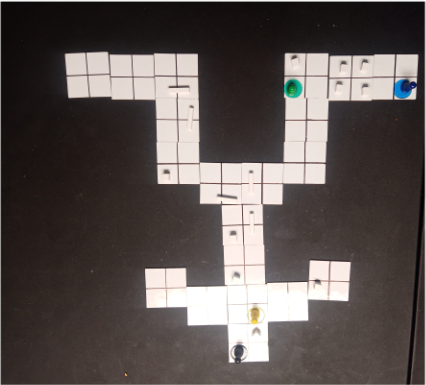


The Line

Illegal layouts:



This layout is illegal because there are two buildings that are completely inaccessible.



This layout is illegal because a player (blue) is unable to proceed around the board.

Gameplay

Turns

Starting with the first player and going clockwise, each player can either move their pawn one space, attempt to claim a building, or declare combat. If a player is attempting to move around a building they already claimed, they can move to any space that building touches. Players can move in any of the 8 spaces around them, however no player is allowed to occupy the same space as another player, nor can they occupy a building space.

Claiming a Building

When a player's pawn is adjacent to a building, they can attempt to claim it. Claiming is based on die rolls, with one roll per turn. Small buildings start with 10 points and large buildings start with 25. As they take damage, the number drops until it reaches zero. When a building reaches zero points, it is replaced by the player's matching building with full points. Whoever strikes last claims first, making each building a race to the roll. Building claims aren't permanent either; each building can be stolen by other players as well, so watch out!

Combat

If two players happen to be adjacent to each other, they can enter combat. Combat is simple: a player declares they are attacking another player, then each player rolls their dice and the higher roller wins while the low roller is sent back to spawn and loses a life. If the high roll is the attacking player, they take the spot of the defending player, while the defending player stays in place if they win. However, on the rare chance of a tie occurring, neither player does anything. If another player happens to currently be on a losing player's spawn point, the player occupying the spawn must move to an adjacent square. Each player has 3 lives before they're out of the game, but just because they're out doesn't mean they lose. Any claimed buildings stay claimed by that player.

Victory

When only one player remains, the game is over. Each player tallies up the number of points they have based on what buildings they claimed. Large buildings are worth 3 points, small buildings are worth 1 point. The last remaining player gets a bonus of 5 points.

For example, one player has 2 large buildings and 5 small buildings, they would have 11 points, while another player has 1 large building, 2 small buildings, and was the last remaining player, they would have 10 points. Being the last remaining player won't always guarantee a victory.

Value	
Small Buildings	1 point
Large Buildings	3 points
Last Remaining Player	5 points

Credits

Concept and Design:

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Avaris Clari

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