

TURF WAR

Designed by
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CLAIM YOUR TURF.

Turf War is a dungeon card game for two players. Take turns excavating out a dungeon, then order your monsters inside to control the corridors.

When the cards are dealt, who will control the dungeon?

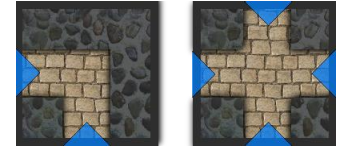
2

SETUP

- Turf War comes with the following:
 - 1 **Dungeon Deck** – 28 larger cards with dungeon tiles.
 - 2 colored **Monster Decks**, each with the following:
 - 2x Crane Wife
 - 2x Turtleman
 - 2x Were-Rat
- Each player chooses a **Monster Deck** and shuffles it.

3

- Each player draws a card from the **Dungeon Deck**. The player whose card has the most sides with passages goes first.



Ex: The L-Shaped card has 2 passages. The Cross-Shaped card has 4 passages. The player who drew the Cross-Shaped card would go first.

4

- Shuffle the **Dungeon Deck**.
- Each player **draws** one Monster card and one Dungeon Card.

TURN START

- At the beginning of each player's turn:
 - **Draw one** Dungeon Card.
 - If the player does not have a Monster Card, **draw one**.

(open) 5

PLACING DUNGEON TILES

- Each player **must** play one Dungeon Tile per turn.
- On the first turn, the player going first places a Dungeon Tile in the center of the table.
- On all other turns, place a Dungeon Tile on the table anywhere so it connects to a path.



Ex: The Line-shaped tile cannot go here because it conflicts with the L-shaped piece.

PLACING MONSTERS

- After placing a Dungeon Tile, a player may play **one** Monster Card.

- Monster Cards may be placed on any empty Dungeon Tile except the straight line piece.
- Monster Cards may be placed on top of an opponent's card only if the new card defeats the opponent's type.

MONSTER STRENGTHS

- Each Monster type is **strong against one** other and **weak against one** other.

- TurtleMan** defeats **Were-Rat** defeats **Crane Wife** defeats **TurtleMan**.

MONSTER INFLUENCE

- Each monster extends **influence** in each direction allowed by its tile.



- Influence** travels down a passage until it hits a wall.



- If both players have a monster generating influence down a passage, **the monster of stronger type controls all influence** down that passage.



Ex: The Crane Wife beats the Turtle Man. Its influence controls the horizontal passage. The Turtle Man still has influence extending up and down.

- If both players have a **monster of the same type** generating influence down a passage, **they both count** as having control of the passage.

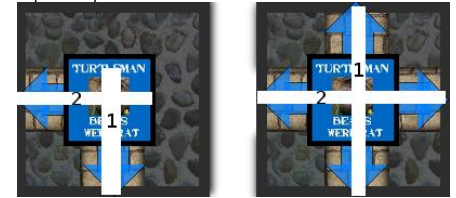


Ex: Both players have a Turtle Man. Since neither is stronger, they both count as having influence along the entire passage.

- If a tile has more than one Monster Card (a stronger type was played over an opponent's Monster), **only the Monster on the top counts** for determining **influence**.

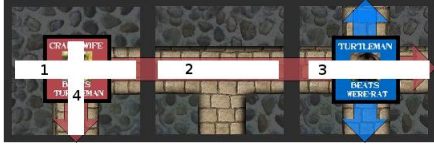
SCORING

- Each **line** of influence is worth one point per tile.



Ex: both Monsters have only two lines of Influence. Each of these tiles, on its own, is worth 2 points.

SCORING (CONT.)



Ex: the Red player has 4 points total, 3 horizontal and one vertical. The Blue player has 1 point.

TURN END

- Once a player has played or passed on playing a Monster, the turn passes to the other player.

GAME OVER

- The game ends when all Dungeon Tiles have been placed on the board. The player with the most points wins.

Image Sources

Turtle: U.S. Geological Survey

Department of the Interior/USGS

U.S. Geological Survey/photo by Matthew J. Aresco

Heron: photo by Norm Ringuette

Rat: photo by "asplosh"

<http://www.flickr.com/photos/asplosh>