

Turf Wars

Thousands of years of peace had reigned in Turfslandia. Though unlikely sounding, minotaurs, dryads, zombies and such picnicked and shared in the bountiful... bounty. Until one day a ranger's arrow "accidentally" hit a passing gryphon, causing her to fall to her death. Her mate thought a certain centaur was the culprit because he hadn't returned the waffle iron he'd borrowed years ago.

But when questioned he pointed to the Berserkers and said, "They're cray cray! They probably did it!"

Over the ages, the story has been lost as to who fingered whom (tee hee) and to this day, wars are still waged...

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20 Faction Cards 86 Combat Cards 25 Secret Win Cards 108 Action Cards 25 Event Cards 1 Cray Cray Games™ First-Turn Token (FTT)



6 Reference Cards



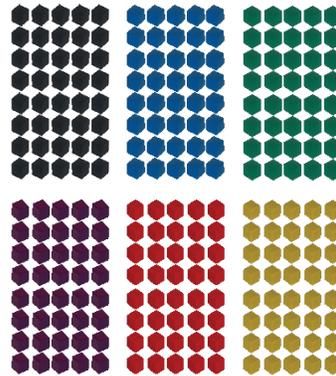
1 Round Tracker



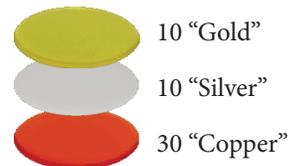
1 Game Board



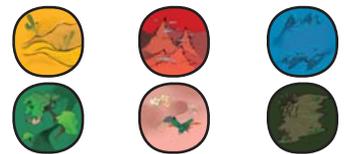
40 Troop Cubes per Player



50 Dominance Point Tokens



12 Turf Tokens
2 of each turf type



PLAYERS & FACTIONS

The game of Turf Wars is best played with six players. The game board allows for play scenarios for as few as two (2) and up to six (6) players.

Select a faction based on the ability you think will win you the war!

Choose wisely as you only get one chance to dominate your competition.

OBJECT OF THE GAME

There are four (4) ways your faction can win:

1. Dominate the appropriate number (see below in Game Board and Play Scenarios) of turfs on the board that match your faction's Home Turf.
2. Land the killing blow while wiping out your faction's nemesis, if in play.
3. Achieve the objective outlined on any of your Secret Win Cards.
4. Attain highest number of Dominance Points (DP) at the end of 10 rounds. This results in a win only if no other win conditions are met first.

GAME BOARD AND PLAY SCENARIOS

The Patent-Pending Game Board has been designed to allow for several play scenarios: two (2) players, three (3) to four (4) players and five (5) to six (6) players.

The number of active turfs adjust based on the number of players which, in turn, make the win conditions more appropriate for the number of players involved.

Two-Player Game Play:

The 5x5 game grid contains seven (7) dead spaces and 18 active turfs with three (3) of each turf type. All home turf regions must be dominated in order to win. The other player is your nemesis, regardless of what your Faction Card says. Eliminate them and you win. If you fail at war, there is always getting the most Dominance Points (DP).

Three (3) to Four (4) Player Game Play:

The 7x7 game grid contains 10 dead spaces and 36 active turfs with six (6) of each turf type. It also contains four (4) teleporter spaces (explained below) To win, a player must dominate five of his home turfs. Alternatively, if a player's chosen faction has a nemesis in play, eliminating them is a win condition. Any player denied the joy of a nemesis draws a Secret Win Card. Failing those options, there is always getting the most Dominance Points.

Five (5) to Six (6) Player Game Play:

The modified 9x9 game grid contains the dead and teleporter spaces and forty-eight (48) active turfs with eight (8) of each turf type. To win, a player must dominate six (6) turfs of his home turf's type. Nemeses, Secret Win Cards and Dominance Points, if you must, are also in play.

Teleporter Squares:

In games with more than two players, teleporters are available and have the following rules:

- Teleporters become usable in Round Two.
- A player in a turf adjacent to one teleporter is adjacent to any turf adjacent to its matching teleporter (the opposite-diagonal teleporter).
- Unless augmented by an event, these rules always apply to teleporter use.

TURF TYPES AND TELEPORTERS

Six (6) turf types and two (2) sets of teleporters are used in Turf Wars.

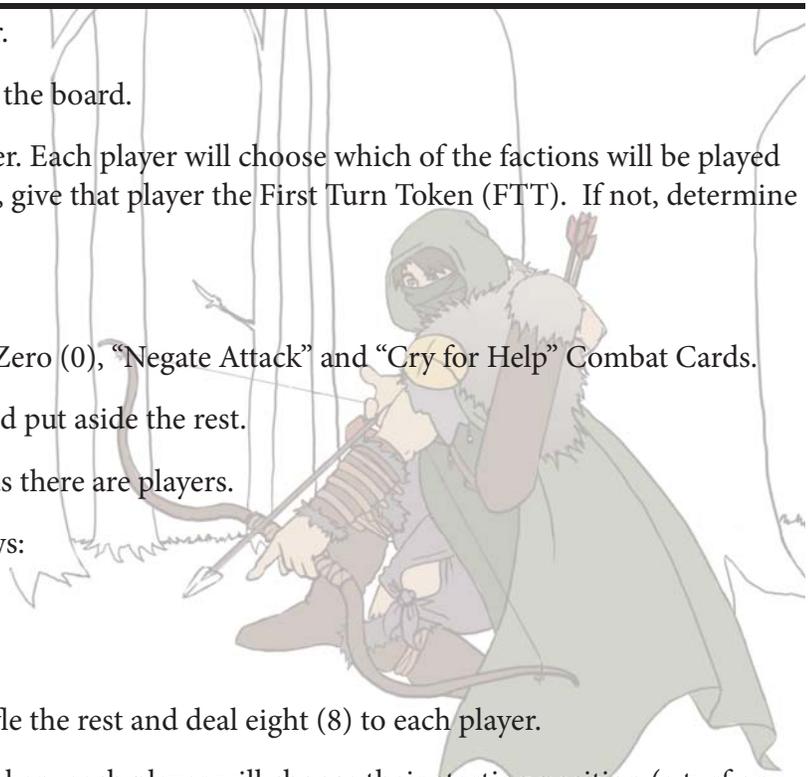
Board Square	Description
	Deserts are home to Gypsies, Lizard Folk and Phoenixes.
	Forests shelter the likes of Dryads, Pixies and Rangers.
	Mountains contain the treacherous dwellings of Berserkers, Minotaurs and Gryphons.
	Plains allow for the carefree roaming of Centaurs, Unicorns and... Paladins? Shh...
	Seas hide in their watery depths Krakens, Sirens and Pirates. Ok Pirates are actually atop the seas.
	Swamps are the murky resting place for Necromancers, Zombies and Swamp Things.
	These teleporters, active starting in the second round, enable travel between each other to far away turfs.
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DID YOU GET DEALT CRAPPY COMBAT CARDS?

During **Phase 5: Score & Spend DP**, unused Combat Cards can be exchanged. Discard two (2) Combat Cards into a general discard pile and draw one (1) in exchange from the Combat deck. This can be done repeatedly and with both the original hand and any cards acquired throughout the game, but only in phase 5.

SETUP

1. Distribute colored troop tokens to each player.
2. Shuffle Event Cards and place in the center of the board.
3. Distribute two (2) Faction Cards to each player. Each player will choose which of the factions will be played and discard the other. If the Pixies are in play, give that player the First Turn Token (FTT). If not, determine who will go first.
4. Setup and distribute Combat cards:
 - a. Go through the deck and remove the Zero (0), “Negate Attack” and “Cry for Help” Combat Cards.
 - b. Distribute a Zero (0) to each player and put aside the rest.
 - c. Add in as many “Cry for Help” cards as there are players.
 - d. Add in “Negate Attack” cards as follows:
 - 1 card for two player game
 - 2 cards for 3-4 player game
 - 4 cards for 5-6 player game
 - e. Put unused Combat Cards aside, shuffle the rest and deal eight (8) to each player.
5. Starting with the player with the First Turn Token, each player will choose their starting position (a turf on the board that matches their Home Turf) and place four (4) troop tokens into that turf. No player’s starting position may be adjacent to any other player’s starting position (including diagonally).



NOTE: Travel through teleporters is not considered when checking for adjacency.

A NOTE ON ACTION CARDS AND MOVEMENT

HOW DO I MOVE?

Movement in Turf Wars is achieved by selecting any of the Attack, Strike or Teleport Action Cards.

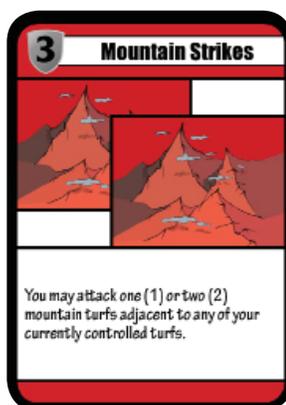
[*Turf*] Attack, [*Turf*] Strikes and [*Turf*] Teleport Action Cards are the mechanism by which faction troops achieve movement, one (or two) adjacent turf(s) at a time.

The cards themselves are named based on the actual turf type as you can see below.

Therefore, your faction’s troops are always attacking turfs whether there are opponents present or not. Think of it as taming the wilderness or wiping out the indigenous non-faction population.

It’s important to also note that achieving movement takes a portion of existing troops and splits them up between the starting and ending turfs.

While moving across the board is important for attaining your turf domination win condition, it’s important to do it in a way that won’t leave you spread too thin.



HOW TO PLAY

OVERVIEW

Turf Wars is a game of conquest. Players are encouraged to form alliances and manipulate the situation so that ultimately, your faction, and preferably your faction alone, dominates the land.

There are up to ten (10) rounds of game play for Turf Wars each of which consists of five (5) phases:

- Perform Pre-Event Action(s)
- Place Reinforcement Troops
- Reveal Event
- Select Action Cards and Perform Actions
- Score & Spend Dominance Points

Phase 1. Perform Pre-Event Action(s):

Any player with a faction ability triggered “before an event card is drawn” may do so here.

Phase 2. Place Reinforcement Troops:

Starting with the player with the First Turn Token, each player places two (2) troops in any of her currently-owned turf(s).

It's just two troops. Don't take all day!

Phase 3. Reveal Event:

The player with the First Turn Token draws and reads aloud an Event Card. The effect(s) described on the card are in effect for every player until the next Reveal Event phase.

Phase 4. Select Action Cards and Perform Actions:

SELECT ACTION CARDS

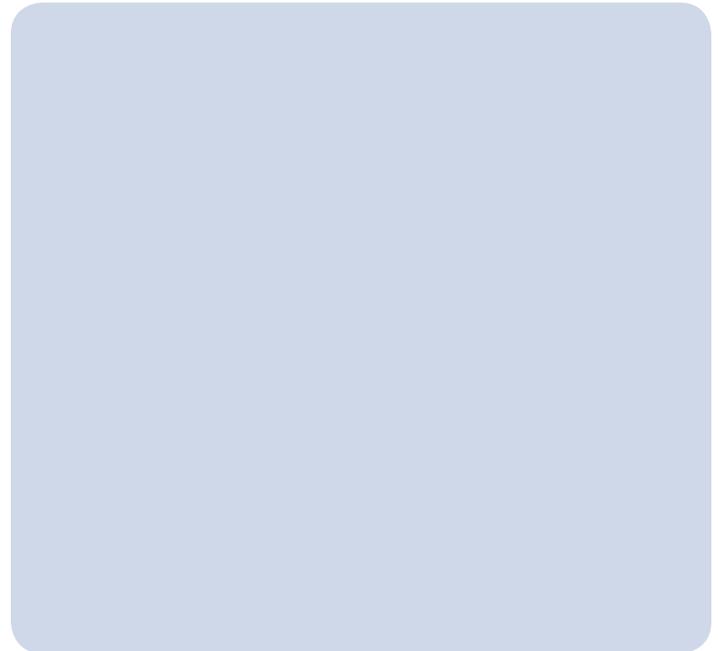
The player with the First Turn Token draws a number of Action Cards equal to three (3) plus the number of players. For example, in a game with four (4) players, the first player would draw seven (7) Action Cards.

The first player then chooses one and passes the remaining cards to the next player. The chosen card is not yet revealed to others. This is repeated for all players. All remaining Action Cards are discarded.

Hint: there should be three (3) remaining Action Cards.

ADJUDICATING DEFENSIVE ACTIONS

There should be no situation in which a conflict between defensive actions should occur, ever.



PERFORM ACTIONS

The order of play is determined by the priority listed on your Action Card. The player with the FTT will announce, “Any Priority One cards?” and will count up repeating this until all players have played their action.

As the priorities are called, players with the appropriate action card reveal it, perform the action listed and discard it.

Conflicting actions with the same priority may require adjudication.

ADJUDICATING OFFENSIVE ACTIONS

Action Cards allow you to target an attack on a specific turf type to which you are adjacent. If it's occupied or if two (2) factions attack the same turf...

Gratz! You are now having a Turf War!

Phase 5. Score & Spend Dominance Points

SCORE DOMINANCE POINTS

- **Support Points:** Any player that supported by answering a “Cry For Help” is compensated with Dominance Points—one (1) upon winning or two (2) upon losing—from the player supported.
- **Turf Control Points:** Every round, each player receives one (1) point for every two (2) turfs (rounded down) controlled. For those more comfortable with formulae: $\text{int}(\text{num_turfs} / 2)$.
- **Home Turf Bonus:** In addition to the above, gain one (1) DP for each home turf you control.
- **Rainbow Bonus:** Any player that controls a turf of every type scores an additional five (5) points.

After acquiring Dominance Points, they can be exchanged to augment game play. See the reference card for the list of available trades.

SPEND DOMINANCE POINTS

At the conclusion of every round, players with Dominance Points may exchange them for any of the following items:

Points	Exchange Item
4	One Troop Place it on any turf you control.
5	Draw one Secret Win Card You can win if any Secret Win is achieved.
5	Draw Three Action Cards Hold until Action Cards are passed next round. Choose one and pass the rest to the next player.
8	Draw Two Combat Cards. Keep one. Discard the other.
5	Take the FTT

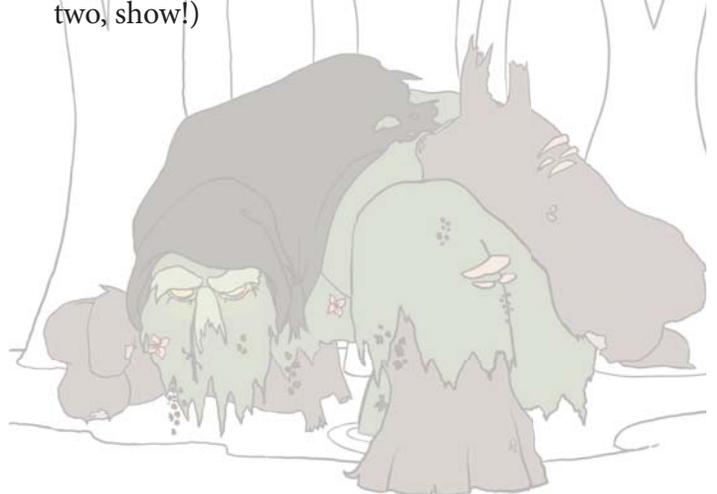
WINNING THE GAME

If no faction completed a win condition—controlling all turfs matching their Home Turf type, eliminating their nemesis OR satisfying a Secret Win Condition Card—and it comes down to points, do any of you really deserve to win?

If you think the answer is yes, then the faction with the most Dominance Points wins. **And, we are very disappointed in you.**

In the event of a tie, take turns slapping each other and then start doing the following, in order until you break the tie:

- Add in the final number of controlled turfs
- AND Add in the number of troop tokens in the original home turf ONLY
→ If you don't recall this turf or lost it during the course of the game, that's a zero (0)
- AND Add in the number of all active troop tokens
- AND Ask for support from remaining players and add in their troop counts
- STOP and just do “Rock, Paper Scissors!” (one, two, show!)



HOW TO PLAY (CONTINUED)

ENGAGING IN TURF WARS

Turf Wars will usually have at least one attacker and defender. Also, when multiple factions attempt to enter an unoccupied turf, a Turf War ensues. Certain situations may allow support and they would play, simultaneously, as described here:

- The attacker declares the turf they are targeting which must match the turf type on their Action Card.
- All players that will be involved in this Turf War do the following:
 - Starting with the attacker, declare how many troops will be committed.
 - Faction abilities that apply to a Turf War can be applied/performed in as appropriate.
 - For all attackers/defenders, a Combat Card must be played. (This is why we've provided a Zero (0) card. Each player should indicate that they've selected their card and then reveal them simultaneously.
 - There are three options available when playing a Combat Card:
 1. a numerical card: the value on the card is added to the number of committed troops
 2. a Negate Attack card: the combat is cancelled outright.
 3. a Cry For Help card: playing this card forces support on a player (invalid in 2-player game)

Support Notes:

- Support is only possible if an Event Card ("Frenemy Day"), Combat Card ("Cry For Help" for the **defender** only) or Faction ability allows it.
- When a player is **forced** to support you, you are required to compensate them with your Dominance Points. They get one (1) if you win and two (2) if you lose.
- Supporting a side in a Turf War consists of two (2) steps:
 1. **Match Committed Troop Count:** the supporting player matches their ally's committed troops in combat. Supporting troops may come from any turf(s) the supporting player chooses, but they need not match the troop count if it would require them to abandon a turf in the event of a loss. The target of a "Cry For Help" cannot be changed if this is discovered.
 2. **Draw a Random Combat Card:** The player you are supporting chooses a random Combat Card from your deck and it is played on their behalf. It is discarded per usual after the war into the supporter's discard pile. If a "Cry For Help" is chosen, this mechanic repeats using a different player unless there are no further players that can be called to battle.
- If support has been offered, the player who requested support selects a Combat Card at random from the supporter's deck. Combat Cards with values greater than zero can only be used once and are then discarded, to the player's discard pile, after the combat.
- Calculate the Domination Value by adding the number of troops plus any event or faction ability that modifies that number plus the value(s) of the chosen Combat Card(s). Add in support values as applicable.

MOVE TROOPS AS APPROPRIATE

If the attacker won, the troops committed to battle are moved into the target turf. The defender and any supporters lose the troops committed to the failed defense. Any remaining troops (uncommitted defenders) in the targeted turf retreat to a single adjacent already-owned turf and suffer the retreat penalty. This means, that if there are 6 troops and they commit 4, 2 run away. But of those that ran, 1 dies in the process.

If the defender won, the attacker and any supporters lose the troops that were committed to the attack.

RETREAT PENALTY

This is Turf Wars! Not run away like a scared little... (a hem) Therefore, if you retreat, you lose half of your troops (rounded down). This can be augmented or mitigated by certain faction abilities.

THE COST OF WINNING (VARIANTS)

Just in case you missed it: This is Turf Wars! In war, there should always be a cost. Or... should there be? You decide. Here, we have suggested a cost structure that we think is fair and balanced. We also have additional alternatives that give the game a different feel. Play them all! Decide what you like.

- **Winner Take All:** Actually, there is no cost. If you win, you won. You lose nothing. Please decimate accordingly.
- **We Recommend → The Simple Winner's Cost:** The winner of a turf war will lose $\frac{1}{3}$ of the number of the opponent's committed troops, rounded down to a minimum of one (1).
- **The Mathematically-Balanced Winner's Cost:** Using this variant, the winner of a turf war will lose the lesser of:
 - $\frac{1}{2}$ of the opponent's committed troops (rounded down, minimum 1) **OR**
 - $\frac{1}{3}$ of the number of your own committed troops (rounded down, minimum 1)

Note: the minimum loss is negated if the defender defends a controlled turf with only one troop.

- **Hell Hath No Fury:** ...like the loser of a Turf War scorned! In this variant, the winner does not necessarily lose troops, unless the loser decides to retaliate. If so, the loser plays a Combat Card from her hand and the winner loses that number of troops from the committed number of troops used in the prior Turf War. All troops could be lost in this matter. The Combat Card is discarded after this use. In this game, it won't always be sweet to win... but losers can't keep that up forever... :-)

ACKNOWLEDGEMENTS

ILLUSTRATION

We would like to thank our two illustrators, Graham Sternberg and Mike DeMole, for their efforts in getting the art together and turning our initial concept art into more of a reality. We also thank them for continuing to work on its enhancements so that this game can be more visually appealing and a viable Kickstarter initiative in the Fall of 2013.

Mathematically-Balanced Winner's Cost

Let's assume an attacker commits ten (10) troops and the defender has five (5) troops. After Combat Cards are played and the defender loses, the defender loses 5 troops, assuming all were committed.

The winner would lose either $\text{int}(\frac{1}{2}(5)) = 2$ troops or $\text{int}(\frac{1}{3}(10)) = 3$ troops.

If instead the troop counts were 10 vs. 1 as an example, the winner would only lose 1 troop (the minimum). And using 10 vs 9, the winner would lose $\frac{1}{3}(10) = 3$ troops, while the loser would lose all 9.

While there is a cost to winning, it is never as much as the loser. So don't lose!

BTW, do not question the math! We had countless mathematicians performing combinatorial calculus around the clock to come up with the perfect balance of cost vs. fairness vs. "but I won!" Alternatively, since you're looking at cost variants, you could employ your own genius to determine a formula that works for you/your group. This, however, is a thankless process. :-)

For the curious, the logic used here is focused around a formula that factors in mutually-linked opponent troop counts to ensure a scalable cost that covers the conditions of overpowering win, triumph over insurmountable odds and somewhat-even matches.

PLAYTESTERS

Thanks to many of the original play testers and their input in shaping Turf Wars by playing countless games.

Phil D	Mike R	Mike D	Adi
Graham S	Cindy M	Steve M	Paul M
Larry S	Jeremy A	Jimmy L	Ian
Aris J	Josh D	Phil C	Rick M
Brad L	Justin H	Shaun	Leanne

FREQUENTLY-ASKED QUESTIONS

We've provided a sample of FAQs based on the questions that came up during game play about specific instances that would break up the flow and make the rules themselves a bit confusing. We've arranged the FAQs in order of the Phase in which these questions would occur and then alphabetically. You can add to these by contacting us. You can see our complete list of FAQs at craycraygames.com.

Phase 2: Place Reinforcement Troops

- Q:** When placing troops, can I place them wherever I want?
A: This is a two-part answer:
When placing your initial troops (4 plus the 2 from Round 1), you are selecting your first turf and all 4 troops must be put into the same turf. When subsequently placing troops, either those granted every round, by action cards or by spending DP, you may place them in any number of turfs you already control.

Phase 3: Reveal Event

- Q:** To satisfy **Bloodlust**, can a player attack an adjacent turf with just one troop to get it over with?
A: Technically... but we vehemently recommend that you **NOT** let that be the case. It's blood lust! Not weak-ass-fake-attack lust. We suggest you house rule this according to taste.
- Q:** With **Curse of Malaise**, does a faction lose its ability if it happens before the event is drawn? Example: Dryands get an extra troop in each forest before the event. Do they lose that troop?
A: All factions are intended to suffer (or prosper) from any event that is drawn. Event effects are felt until the next Event Card is drawn. Dryads would not gain the troop in the following round.
- Q:** When **Exile** occurs, if you are the **Geomancer**, do you need to declare a new home turf?
A: Yes. Everyone does. While the **Geomancer** can undo this in the next round, they suffer from Exile now.
- Q:** Can **Maelstrom** be avoided by the Lizard Folk?
A: Yes. Consider the player circle to not include him. Cards passed left or right will bypass someone playing Lizard Folk unless they choose to participate. If holding the FTT, the player of Lizard Folk would still call "left" or "right" whether they participate or not.
- Q:** Why is **Mind Control** an optional event?
A: Play testing revealed that this card was contentious. There are players who will like the chaos and pandemonium that this will introduce. There are those who will not. House rule this in or out of the game according to taste.
- Q:** Can Lizard Folk avoid **Mind Control**? If so, what happens?
A: If they choose not to participate, they are immune to the effects of mind control and cannot mind control another player. In addition, their troops are not attackable this round. Otherwise, there's the benefit of being able to avoid it?
- Q:** If a player has the **Strength in Numbers** Win Condition and gets 35 or more troops during the troop placement phase, do they still win if **Pestilence** occurs?
A: Yes. A player wins the game as soon as any valid win condition is triggered.
- Q:** With **Rampage**, what is "until an attack is not won?"
A: To safeguard the intent of Combat Cards like **Negate Attack**, if a *rampaging* player is defeated or a combat negated, the **Rampage** is halted. To do otherwise would diminish defending player combat successes.
- Q:** When a turf-related event (**Mirage**, etc.) is drawn can you use an Attack Card to move into an empty region of that type?
A: No. An appropriate Teleport Action Card enables this.
- Q:** With **You Really Can Turn Back Time**, what happens in round 1? Round 2? Other rounds?
A: With Round 1, it is still Round 1. In Round 2, it is now Round 1. The teleporters are inactive. It's as if they were never activated for Round 2... because it's Round 1. In rounds above 2, there's no other significant ramifications.

Phase 4: Select Action Cards and Perform Actions

- Q:** Why is there a **Defensive Maneuvers** Action Card?
A: Um... to enable you to perform defensive maneuvers. Except for Gryphons, who have this as a faction ability, there is no way for you to easily redistribute troops between turfs you control—and this is by design. Unicorns can defensively maneuver troops from one adjacent turf when attacked.

Further, if you find you've spread yourself too thin or wish to consolidate troop strength in certain areas, this action enables you to achieve this.

- Q:** How do the Teleport Action Cards work?
A: You will take all of your troops from ANY turf of your choice and move them to an EMPTY turf of the type indicated. You cannot use a teleport card to attack.

Still Phase 4: Combat-Related Actions

- Q:** What happens if I play **Call for Help** and when I choose another player and draw a Combat Card at random from their hand—it is another **Call for Help**?
A: The effects are cumulative. If you draw another **Call for Help**, you may choose another player to assist you in the turf war, and draw a card from their hand as well. You will have to pay 2 Dominance Points to each player helping you.
- Q:** Can I abandon turfs when attacking or maneuvering?
A: Yes. You may abandon a turf when attacking with all your troops, maneuvering troops, and of course you abandon turfs when retreating as well (with the appropriate penalty).

Phase 5: Score and Spend Dominance Points

- Q:** Is all of the double-counting correct?
A: Yes. A turf may be counted up to 3 times:
1) you control it 2) it is a home turf and 3) it is used to acquire a rainbow bonus.
- Q:** What happens if two people want to purchase the FTT in any given round?
A: The player who announced they would buy the FTT does so paying the normal price. If a second person wishes to buy it, taking it away from someone who just bought it, they do so at cost +1 DP. The cost would continue to increase by 1 for each subsequent "steal" in that round.

Win Conditions (Secret or Otherwise)

- Q:** What if someone kills my nemesis? Or my **Kill Left/Right** target?
A: This DOES NOT count as a win for you. You MUST land the killing blow yourself—you wuss.
- Q:** Please explain **Encircle**. It says you must surround an enemy on all sides minimum 5 turfs...?
A: There are some positions on the board that do not have at least 5 surrounding turfs (due to dead spaces, the waste, etc.). Those turf areas are not valid targets for **Encircle**.
- Q:** If a player with **Strength In Numbers** attains 35+ troops during the place reinforcements phase, do they still win if **Pestilence** occurs?
A: Yes. Any player(s) win(s) as soon as any valid win condition is triggered.
- Q:** Can a player with **Undefeated** win if some other win condition occurs?
A: Yes, if the player has attacked at least once and won.
- Q:** Can a player with **Unstoppable** win if some other win condition occurs?
A: This depends on the timing between this round's attacks and the satisfaction of the other win condition. If the player with **Unstoppable** has not had a chance to attack this round, and another win condition is triggered, then the player does not also win. It's a pretty simple win condition to achieve so we are giving priority to almost any other condition.

Factions and Their Abilities

- Q:** What happens if a faction tries to steal/discard my Zero Combat Card?
A: This is not possible. A "0" can never be stolen. Save time and remove it from your hand if someone needs to steal or discard your Combat Card.
- Q:** Can **Doppelgangers** clone any faction's ability?
A: Yes. Cloning is limited, however, to the factions currently in play.
- Q:** Can you negate a **Kraken** attack if you have 3 or fewer troops?
A: No. You are not able to play a Combat Card in that scenario and as such, cannot play a Negate Attack.