



Terragon TAKEOVER

Tiles Needed: 27 (3 variety 9 packs or 3 of each color.)

Additional Materials: D6 dice

Setup

Both players roll the die, and the highest roll goes first. Each player builds a hand with 4 different colors with 3 terragons of each color placing the 3 clear tiles aside. Each player should begin the game with different colors.

The first player then places the 3 clear tiles together in the center as they wish.

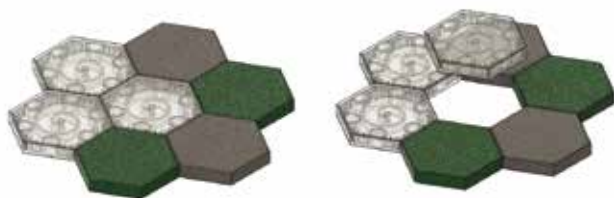


The Goal: Be the last player with Terragons left in their hand.

Gameplay: Roll a D6 dice to determine how many terragons you must play from your hand. You must play as many terragons as the number you rolled or you lose. When placing tiles tiles of the same color cannot be placed next to one another. Only the clear tiles may touch during the setup. Once these tiles are captured and in a players hands the same rules apply as any other color.

If a player manages to trap one or more tiles with a placed tile, they may capture those tiles and place them in their hand. These tiles can then be used immediately during your turn. Meaning a player who rolls a 6 and only has 4 terragons in their hand can still make it through the round as long as they capture enough tiles during their turn.

A terragon is captured immediatly when it is trapped on all 6 sides by other terragons. Terragons must be removed from the board and placed in a players hand as soon as they are captured.



In this example a player has rolled a 4, and placed 4 terragons around the initial clear terragon to capture the center.



There are times when a player can capture more than one terragon at a time. In this example the player has captured two tiles by placing one in the open space.

A player can only capture terragons that are touching the terragon they placed.

How to win:

Play continues by alternating turns rolling the dice and playing Terragons until one of the players cannot make a move or ends their turn with no tiles in their hand.