Contested Terrain: Petition Edition

Playing Instructions

Objective: Land settlement
Materials Needed: Game Board, Game pieces, Pencils, Copies of the Settlement Sheet, 1 die
Playing Time: 30 minutes

The game is designed for 3-6 players. Roll the die to determine order of play. High roll plays first.
Start on "Land Office." This is also a free space. On each turn, players roll the die to move around the board.
Players collect resources to complete land settlement tasks. Players must build a house, clear the land, plant the land, and begin road building before filing a Land Petition. When these tasks are complete, players have settled the land.

Resources

There are 6 resources needed for land settlement: *Labour*, *Tools*, *Wood*, *Cattle*, *Crops*, and *Write/Scribe*.
For example: to build a house, players need *Labour*, *Tools*, and *Wood*.
Players get resources by landing on picture spaces or by rolling the die.
At "Resource," players roll once. At "Resource 2 Rolls," players roll twice.
At "Choose Resource," players select the resource of their choice.
Players roll for *Labour*, *Tools*, or *Cattle*, the resources most in demand for settlement.
Check the Resource Roll chart on the Settlement Sheet. Record resources on the Settlement Sheet

Trade or Roll Again

Players will collect more resources than they can use, recording Extra Resources on the Settlement Sheet. They can Trade resources with another player. When landing on "Trade or Roll Again," players can trade an Extra Resource for one that they need.
For example: the player might trade extra *Crops* for *Wood*.
Trades can be refused. Only one Trade can be made per turn.
If players have no Extra Resources, they can Roll Again to move around the board.

Obstacle

Players lose a resource at "Obstacle." Resources can only be deleted from incomplete rows. Players cannot lose resources from a completed settlement task. Check the Obstacle Roll chart on the Settlement Sheet.

Complete Row or Delete Row

When players land on "Complete Row," they can complete any task. For example: players might complete planting the land, the task with the greatest number of resources.
When players land on "Delete Row," they will lose all the resources collected for one task. For example: players might delete road building, the task with the fewest resources.

Winning the Game

The first player who completes all the tasks to file a Land Petition has successfully settled the land.