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. They must build a house, clear the land, plant the land, and begin road building before filing a Land Petition. Players record resources, extra resources, points, and obstacle losses on the Settlement Sheet.

Resources (Points earned by completing settlement tasks)

There are 6 resources required for land settlement: *Labour, Tools, Wood, Cattle, Crops,* and *Write/Scribe*. For example: to build a house, requires *Labour*, *Tools*, and *Wood*.
Players acquire 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 Settlement Sheet for roll values and corresponding resources.

Trade or Roll Again (Value: 1 point for Successful Trade)

Players will accumulate more resources than they can use. At "Trade or Roll Again," an Extra Resource can be traded with another player for one they need. For example: players might trade extra *Crops* for *Wood*. Trades can be refused. Only one Trade can be made per turn. A successful Trade is worth 1 point for both players. If players have no Extra Resources to trade, they can Roll Again to move around the board.

Extra Resource Points (Value: 1 point by Trading in Extra Resources)

Once players accumulate 5 Extra Resources, they can Trade in these Extras for 1 point. This trade can only be made at "Trade or Roll Again."

Obstacle (Value: lose points or resources – Players' choice)

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

Complete Row or Delete Row

On "Complete Row," players complete any settlement task. For example: players might complete planting crops, the task requiring the greatest number of resources. On "Delete Row," players 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 to file a Land Petition and earn 10 points has successfully settled the land.