

Loss of a homeland

You can conquer another player's homeland by eliminating all his troops there. If no troops are there, all you have to do is to go there.

When a player loses his homeland, he becomes the slave of his conqueror. He continues to play with whatever troop magnets he has left, but he becomes the ally of his master. If the player has lost all his troops, his conqueror "pardons" a last troop magnet, so the player can continue to play.

Master and slave do not attack one another when they are in the same zone. When a player moves to a zone where there is a master and slave, the master decides who fights with the aggressor.

A slave cannot regain his freedom.

If another player conquers the slave's homeland, he becomes the slave's new master.

Of course, if a master loses against another player, both he and his slave become the slaves of the new master (the slave of my slave is my slave!).

Ending the game

The winner of the game is the last player to have kept his homeland. He is then declared the Master of the World.

When a player ends up alone against all of the other players (e.g. against a master and his slaves) and all of his own troops are in his homeland, the player must surrender to the master. The other players can choose

to conquer his homeland or to "kill" all his other troops outside his homeland (this can be a good solution if his homeland is a small island).

General Remarks:

- Players may not put more than 4 of their own troop magnets (their own colour) on their homeland.
- When a dart hits a separating line (black line for a country's border, black dotted line for the water squares), the player chooses one of the zones that the line separates.
- The player is given a second throw when a dart does not stick to the game board because it has hit a troop magnet, but not if it falls because it has hit another dart.
- A player can request that troop magnets be removed temporarily from the game board to avoid interfering with his throw, when targeting a small island, for example.
- Only darts that stick to the board after the 3 throws are taken into account.
- Players do not have to throw all three of their darts.
- Players must stand a metre and a half to two metres from the game board to throw the darts.



Dart Wars is a world conquest game that uses darts for 2 to 5 players.

CONTENTS

- 1 game board
- 75 troop magnets (15 X 5 colours)
- 5 self-adhesive flags (one in each colour)
- 6 magnetized darts
- 1 set of game rules

OBJECT OF THE GAME

The object of the game is to conquer the homelands of adversaries by eliminating all the adversary's home troops. The player who manages to hold on to his homeland until the end of the game is the victor.

STARTING THE GAME

To determine who goes first, each player throws a dart at the target. The player who throws his dart closest to the centre of the target takes the first turn. The players choose their homelands by throwing a dart at the map. If a player's dart does not hit a homeland (or island), he forfeits his turn and tries again the next time around. If a player has not succeeded in hitting a homeland after four throws, the player next in line throws in his stead to choose one. As soon as each player has a homeland, the game can begin, with players playing in the same order that they obtained their homelands.

Each player chooses a troop colour and places three troop magnets of that colour on his homeland.

GAME RULES

A turn consists of throwing three darts at the map. The player taking the turn will be able to move one of his troop magnets as a function of where each dart hits. Following his three throws, the player carries out his "actions".

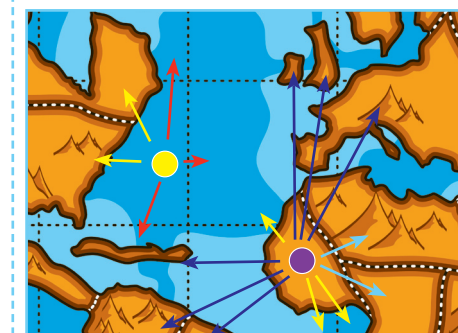
Actions

Moves

A troop magnet can be moved when a dart hits a zone bordering on the one where the magnet is located.

Possible moves of the troops :

- between 2 adjacent countries
- between 2 adjacent water squares (no diagonal moves are permitted);
- from a country to an adjacent water square and vice versa;
- from one country to another, if the two are linked by one of the light-blue water areas.



Example: To go to England, the dart has to touch England. A troop magnet can stay in the water after it has been moved there.



Visit us at our website <http://squalegames.free.fr> to discover more game rules for playing with the same game materials.

DART WARS is a game designed by Pascal Reymond.

Published by Squale Games, 3 rue du coq, FR-13001 Marseille.

Game for teenagers and adults. This is not a toy, not suitable for children.

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A player wins an additional troop magnet if he moves one of his magnets to a country or island that has not yet been visited (the new magnet is placed on the country or island in question). Each country or island counts for only one additional magnet: if another player visits that country/island afterwards, he does not win a magnet.

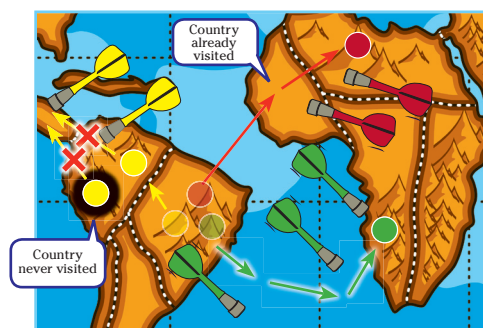
Islands and white territories are countries like the others.

No additional magnet is won when a troop magnet is moved to a water square.

A magnet that wins an additional magnet in a new country cannot be moved again during the same turn.

A magnet that moves to an already discovered country or to a water square can move again during the same turn.

An additional troop magnet may not be moved during the turn in which it was won.



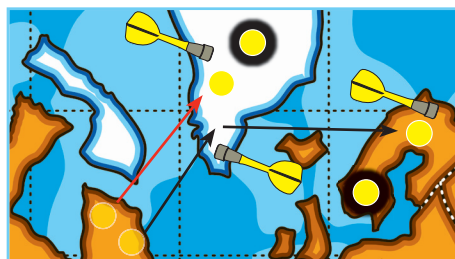
Keeping track of countries already visited and homelands

Around the edge of the map are "copies" of all the different countries. At the start of the game, place a troop magnet of any colour on each one. When a player wins a country's additional troop magnet, he removes the troop magnet that is on that country's copy. Each player sticks a self-adhesive flag in his colour on the troop magnet that is on his own homeland "copy".

Remarks :

Except for the homelands, territories belong to no one. A player can remove all his troops from a country without influencing the game.

During a turn, the player can use his first troop magnet to win the additional troop magnet for visiting a new country first, and use a second troop magnet to continue on to the next country.



If a player's dart lands in a free zone (unoccupied by an adversary), he does not have to put a troop magnet there.

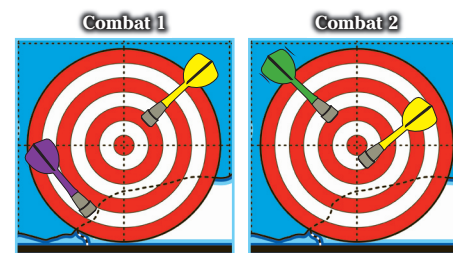
Attacks

Moving a troop magnet into a land or water zone that is occupied by an enemy troop magnet constitutes an attack on the enemy troop. Combats begin once all three darts have been thrown.



The combat takes place on the red and white target, with both players throwing a dart. The attacker decides who will throw first. The one whose dart is closest to the target centre is the victor.

When several attacks occur during the same turn, the attacker has to announce which one he wants to do first.



If both darts fall outside the target, the players throw again.

The victor turns the adversary's troop magnet into his own (the losing troop magnet is surrendered), unless the combat takes place in the homeland of one of the two players. In this case, the losing player's troop magnet is removed from the map (no surrender, this is a fight to the death!).



Combats are troop against troop. It is possible that, after a combat, troop magnets of different colours remain in the same zone, for example when a player moves into a zone already occupied by several enemy troops. If the players want to attack again, they must throw a dart to hit the zone when it is their turn. However, they can leave their troop magnets in the zone without attacking if they choose, or move them away to another zone.

A troop that attacks an enemy troop cannot move again during the same turn.

Unlike moves in free zones, when a player's dart lands in a zone occupied by the enemy, he must attack by moving in a troop magnet (you can't get away with touching enemy territory with impunity!).

There is one exception: when a player has only one troop magnet left on his homeland, he does not have to move it, even if he has thrown a dart into an occupied border zone. This is known as the "last stronghold" privilege.

If a player's throw allows more than one possible attack for the same troop magnet, the player can choose the one he wants.

If a player moves into a zone where there are troops of different colours, the player chooses which one he wants to attack, except if it is a master and slave situation. See "Loss of homeland" section below.

A player may attack a troop magnet using several magnets, if these are located in border zones. This is done by throwing several darts onto the occupied zone, giving several chances to win the combat. (If the player attacks with 3 troop magnets, he can do 3 combats).

Remark: When 2 troops arrive in an area occupied by only one enemy troop, the invading player can use one of his troops to attack and the other to continue to move, or he can use both troops to carry out a "double attack", with two combats.

If the area is occupied by two enemy troops, however, the invading player cannot use his second troop to move on, but must use both of his troops in combat (one each).

