

## Sudoku Warriors

2-3 Players

The drums of war can again be heard on the island of Sudoku...and once again the warlords and their warriors will turn this beautiful tropical island of hills, mountains and villages into a pillaged pit of despair for their self serving cause.

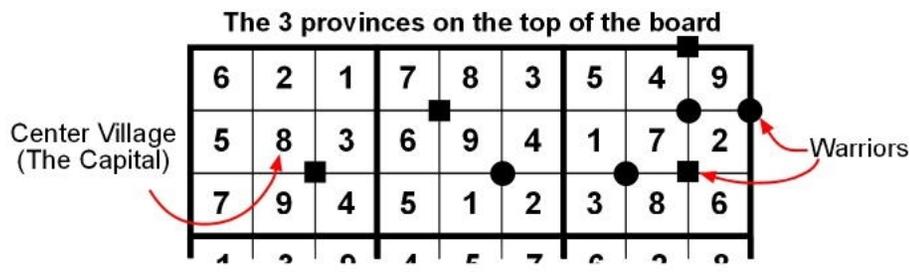
**Game Requires:** A completed Sudoku (the board) and a pencil.

**The Board:** The board is made up of 9 provinces (the boxes, outlined with the darker lines, with 9 spaces in a 3x3 grid inside them). Each province has 9 villages in it with the center village being the capital of that province: the numbers are the villages and also that village's resource value. Each village has 4 hilltops surrounding it (a hilltop is where the vertical and horizontal lines meet).

**Object of the Game:** To be the first to win control of 5 provinces.

**Starting Set-up:** Players select who will play as a circle and who will play as a square. The symbols are your warriors.

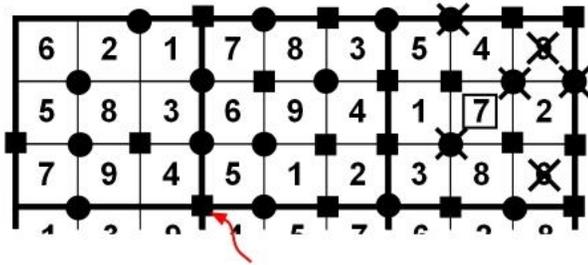
**Placing Warriors:** Sudoku Warriors is a turn-based game. On your turn you place (draw) your symbol on any hilltop on the board not yet occupied (you draw your symbol where the lines intersect) to claim that hilltop. The placement of a warrior will sometimes trigger a "Battle for a Province" (the last hilltop in a province) in which case the battle is fought and decided before the game continues with "Placing the Warriors" with the player whose turn it would be next.



**Controlling a Village:** A village is under control of the warriors that occupy the majority of the 4 hilltops surrounding that village. If there is a tie then no one controls that village. It is possible for a single warrior to control a village, if he is on the only warrior on a hilltop surrounding the village. When a warrior group controls a village it also controls the resource value of that village.

**Battle for the Province:** Placing a warrior on the last available hilltop in a province will start a battle for that province's center village (the capital of that province) for control of that province. It is possible that a hilltop can be the last available hilltop for more than one province, in which case more than one battle will be fought. The player that placed the warrior on the hilltop decides in what order the battles will be fought. You must have a warrior on at least one of the four hilltops that surrounds the capital in that province: if a player already has full control of capital (all four hilltops) there is no battle and he immediately wins that province.

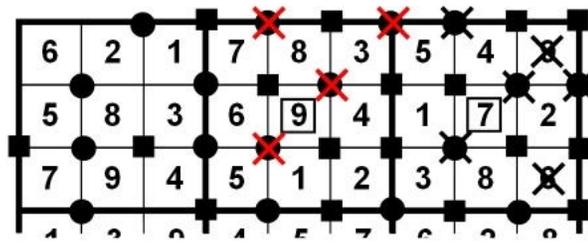
The player that claimed the hilltop that started the battle goes first. Each player adds the total number of warriors he has in that province to get a base score for his battle score. The player that starts can add the resource of any one village he currently controls in that province or a province that is orthogonally adjacent to that province; to increase his battle score (Resource values are crossed out with an X when used and cannot be reused.) The other player can now add the resource values up to any two villages (he currently controls in that province or a province that is orthogonally adjacent to that province) to increase his battle score so that it beats his opponent's current battle score (you must beat not tie). This continues with players adding the resources of up to two villages until one of the player surrenders or does not have enough resources to continue the battle.



*Example: Square places his warrior where the red arrow is, starting a battle for the center province. Both players start with a battle score of 8 in this battle since both players have 8 warriors in this province.*

**Claiming the Province:** Once the battle has ended, the winner of the battle places his symbol, a circle or square (do not fill it in), around the number in the capital to show he has won that province's capital and then removes his opponent's warriors from the capital's hilltops by placing and X over any and all of hilltops surrounding the capital that his opponent's warriors are on. The Xed out hilltops belong to no one (and cannot be reoccupied), but will change who has control over the capital and can change who has control on the surrounding villages. (Note: It is very possible for you opponent to still have control of villages inside a province you won.)

The winner of the battle also removes any opponent warriors from the border of that province if all the provinces that touch the hilltop the warriors are on; are under your control.



*Example: Square wins another province and removes circle's warriors.*

**Game Over:** The game ends when a player gains control of his 5<sup>th</sup> province.

**Three Player Variant:** If you add a third player he should have his own symbol, I recommend either a star or a triangle. The three-player variant is played with the same rules as the normal game with the following conditions added. The winner is the first player to win three provinces. The "Battle for the Province" is played in turns like the 2 player game with the player that placed the warrior starting the battle and players taking turns in the normal turn rotation. The player that starts may only play one village resource to start like before, and from then on players get to play up to two. You must have at least one warrior on the hilltops around the province's capital to be in the battle. On your turn you must beat the current battle score to continue to be in the battle, if you can't or choose not to the battle continues without you until someone wins. All rules of removing your opponent's warriors from the province still apply.