

# Territories

## I. Registration

All players must register on the UGC website before orientation so that the Game Director can pick an appropriate team size and minimum number of starting territories. After this size has been set, players can volunteer and register as a team captain on the UGC website. Players may join teams within the size limit, and teams may be tweaked at orientation.

## II. Orientation

An orientation, being necessary for the smooth progression of the game, will be carried out following the registration period. It must be attended by all registered (and non-registered) players wishing to play Territories. Orientation includes:

- An overview of all game rules and procedures by the game director and AGAs.
- Teams are finalized. Any players still without a team will either be assigned a team or drafted to a team. A new team is created only if all existing teams have the minimum number of players AND if there will be enough territories available for all teams to have the minimum number of allowed territories at the start of the game.
- A draft rotation will be created at random for territory selection. Teams will choose territories and their color based on the order of this rotation. Starting territories will be chosen by team captains in order of the draft rotation. All teams will start the game with the same number of territories.

## III. Objective

The objective of Territories is to end with the most territories at the end of predetermined time limit. Defend your team's territories while trying to conquer more. In the event of a tie, tying teams may battle under conditions defined by the Game Director.

## IV. Teams

At least four teams must exist for a game of Territories. The minimum and maximum team size will be determined by the Game Director. The team captain is solely responsible for his/her team and will conduct all administrative duties for the team, i.e. bidding points, declaring attacks, etc.

## V. Boundaries

The boundaries will be specified by the game administrator and defined for players at the beginning of the match. If both teams are familiar with the boundaries, then time will not be wasted to review boundaries.

Territory boundaries will be set by the game director when the territory is brought into the game and will not change during the game unless they are disturbing non-players or are found to be a safety hazard.

Buildings and dumpsters within territory boundaries may not be entered.

Boundary violations will result in immediate elimination of the player in question from the match.

Territories are not designed to all be equal. Territory size and terrain is meant to vary from one territory to another.

## VI. Equipment

- UGC Bandanas, the game director will specify how to wear them.

- Weapons: Blasters, socks, and foam swords.

## **VII. Duration**

The duration of Territories will be declared by the game administrator but is recommended to be 2-4 weeks. Each day consists of several 15-minute rounds with time in between for setup, cleanup, and moving to the next round.

## **VIII. Challenging**

Before a round of matches can be conducted the challenging period must take place.

Team captains are responsible for submitting a list of challenges before the deadline determined by the game director.

To challenge another team for a territory that territory must be adjacent to a territory already controlled by the challenging team. This is known as being within range 1.

A team may only be attacked once per game day.

Since a team may only be attacked once, each team captain should submit multiple attack challenges ranked in the priority with which the team captain wishes the challenges to be considered.

The challenges will be arranged by game director and assistant administrators likely through the computerized systems in place on the UGC website. The system will give weight to priorities for attacking but will otherwise be random.

No team is guaranteed to receive an attack or a defense.

However, the first strike option exists for teams to use and is set up as a blind auction. Each team captain may bid points accumulated throughout the game for the right to have their first priority challenge assigned on that given day of battle. The team which bids the most points will win the auction. In the event of the tie between teams in bidding a second round of bidding will occur with only those teams tied for first participating. The game director will announce only who won the first strike option. At no time will information be released regarding which teams bid or how many points were bid.

The team leading in the point count has the benefit of an extended range 2 attack, meaning they may jump over one territory when declaring an attack. If there is a tie for first place in the point count neither team will receive the extended range.

## **IX. Pre-Battle**

After all challenges have been submitted, the Game Director will post a schedule of matches. Note that there will usually be at least two rounds so that each team may attack and defend. Players arriving late will not be permitted to join the round.

Before matches begin, team captains may purchase items from the Game Director. For more information, see the Points and Items section.

## **X. Battle**

Each match starts with a 1-minute setup for the defending team. After setup, the 15-minute timer begins, and the attacking team enters the battlefield.

A player is eliminated from the round from a direct hit from any approved weaponry landing below the neckline. Eliminated players must immediately drop all carried weaponry and ammo, remove their bandanas, and leave the territory. Re-entering and communicating with eliminated players is prohibited.

Once one team has been completely eliminated, the round is over, and the remaining team has won. If the 15-minute round ends without one team being completely eliminated, then the defending team wins.

## XI. Post-Battle

*Attacking Squad Victory:* The attacking squad takes control of the territory.

Neither squad claims points for controlling the territory the day of the challenge.

*Defending Squad Victory:* The defending squad retains control of the area, and thus receives points as if nothing happened at the Territory. The attacking Squad does not gain or lose any territory, but loses points 2 for failing to win the challenge.

If a squad is out of territories, that squad is eliminated from the game.

## XII. Points and Items

Points will be awarded after all, if any, challenges scheduled for the day are over.

- 5 Points will be awarded to a squad for each territory controlled by that squad at the end of each day. (The number of points will be determined by the amount of territories each team starts with.)
- 1 point will be awarded to the winning team for each player that does not use a modified weapon during the match.
- 2 points will be deducted from any challenging squad that is defeated in its challenge.

The following table of items and point costs is arbitrary and may be manipulated at any time by the game director.

NOTE: When buying items from the Yoderbucks Store, you must say “please” and “thank you”. Your order can be refused if you do not. Points may not be refunded.

Item	Points	Item Specifics
Self Destructing Blasters	5 per player	For one day the designated players do not have to drop their blasters when dead.
Respawn Card	15	One team member may hand this card within 60 seconds of dying to an admin to re-enter the game. The last person on a team cannot use a respawn card. A respawn card may not be used within the last 2 minutes of the match. The entering player has 10 seconds of immunity during which he may shoot or be followed.
Defensive Setup Time	20	±30 seconds to defensive setup time. May only be used once per match.
Attack One More Away	30	You may attack at an additional +1 range.
Attack Anywhere	50	You may attack anywhere on the map.
Match Time	55	±5 minutes to the match time. May only be used once per match.
Sonar	60	You designate a player that can yell "I like to!", the opposing team members must yell "Move it!" in response (think of Marco Polo).
Sabotage	60	The team chooses an opponent his or her weapons and ammo are removed from the match.

7 Player Team	70	The team gets an extra player.
GPS Mishap	80	The attacking team can surprise switch the match to another in range territory owned by the opposing team.
Medieval Battle	95	Only socks and melee weapons may be used. This will be declared in advance.
First Strike	X	Teams secretly bid points. The highest bidder pays those points and automatically gets their first attacking choice.

### **XIII. Last Stand**

Once a team has zero territories, that team may attempt a last stand attack. The last stand attack is a single attack on any territory on the map. A team declaring a last stand attack will receive priority over all other teams in the challenging phase except for a team winning a first strike.