

Territories

I. Squads:

- Squads may have up to 6 players. The roster does not have to be consistent; however squads must find their own replacements.
- There should be at least four squads registered for the game.
- Those involved will be distinguished by armbands during challenges only.

II. Objective:

- Squads earn points by controlling areas of campus.
- Each squad begins the game in control of at least one area (areas will be defined by the game director based on the number of total squads).
- Squads capture territories by challenging the controlling squad.
- Claim Penn State for your squad!

III. Challenging:

- The challenging deadlines will be set by the game director.
- Each squad may only challenge once per day.
- Each squad only has to defend a territory on one occasion per day.
- Challenges may only be made to territories within range.
- Challenges will be arranged by a computer, taking into account your attack choice priorities.
- The winning bidding team on First Strike (see Points) gets automatic first priority.

IV. The Battle:

- The squads engage in an elimination style battle.
- The battle begins with a 1 minute preparation period for the defense.
- Squad members are eliminated by direct Nerf Gun shots or sock throws below the neck (ricochets off of objects and people DO NOT count).
- Eliminated players must remove armbands, drop weaponry (unless respawning), and avoid the action of the battle.
- The squad in which all members are eliminated first loses the battle.
- If 15 minutes pass before either squad is eliminated, the defending squad wins.

V. Outcome:

Challenging Squad Victory: Challenging squad takes control of the territory.

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

Defending Squad Victory: Defending Squad retains control of the area, and thus receives points as if nothing happened at the Territory.

- Challenging Squad does not gain or lose any territory, but loses points 2 for failing to win the challenge
- When a squad is out of territories, that squad is eliminated from the game.

VI. Points:

- 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.
- Points may be traded by a team with the game director for a respawn card.
- Points can be spent the following ways:

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 durring 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. May be used multiple times per match.
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 declaired in advance.
First Strike	X	Teams secretly bid points. The highest bidder pays those points and automatically gets there first attacking choice.

VII. Territories:

- 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 within territory boundaries may not be entered.
- Boundary violations will result in immediate elimination of the player in question from the challenge.

VII. Range:

- At the beginning of each game, all squads have a range of 1. That is, each squad may only attack adjacent territories.
- The leading squad may have a range of 2.
- If there is a tie for the lead, all squads have a range of 1.

VIII. Last Stand:

- A team eliminated from the map gets one chance to come back by attacking anywhere. They get first priority except over First Strike bidders.

IX. Game Variations:

Standard Rules:

- Each gang begins with an equal number of territories.
- No territories are added or removed from the game.

Spawning territories:

- Each gang begins with the same number of territories.
- At the game director's discretion, territories are periodically added to the game.
 - When a territory is added, two random teams are selected to duel for it.
 - The winner gains control, the loser does NOT lose points.
 - Each time new territories are added, there are enough such that each gang is able to duel for one.
- When a territory spawns it may affect range relationships of existing territories. When this happens the game director must notify all squads of how the range is affected.
- For play ONLY when there are an even number of squads.
- Notification of new territories must be made one day in advance, so the squads know not to challenge on that day.

XI. Game Ending:

The game can end in one of two ways:

Campus Capture: One squad captures all territories on campus.

Timed-out: The end date and time pre-set by the game director is reached before any one squad is able to capture the campus.

- The squad with the most territories when the game ends is the winner.
- If there is a tie, tying teams battle it out.
- Recommended game duration: 2-4 weeks.

XII. Disputes:

- Disputes during a challenge will be taken up with the game director or AGA present at the challenge. These disputes will be handled immediately as seen fit by the administrator with accordance to UGC policy.
- Disputes involving the structure of the game will not be dealt with while the game is occurring for the sake of consistency within the game. Please bring these disputes to the attention of the game director/rules council after the game in question has finished so it can be revised for the next game of Territories.