

OVERVIEW

The peace treaty that once governed the vast continent of Culterra hath expired, and the kingdoms of this land now face a potential war. O' course, as a ruler of one of these kingdoms, thou seek control of all of Culterra, yet wilt thou sacrifice the lives of thy people for that cause? Or is there a more peaceful course of action? That, mine friends, is where the Host comes in. Who is this 'Host,' and what doth they do, thou bid? Well, to be quite honest, I doth not know. Yet the Host hath the answer to thy problem: a winner-takes-all game of wits! Shalt thou and thy kingdom prevail? Or wilt thou trade in thy crown for a dunce cap, like the idiot thou art?

OBJECTIVE

Gain control of all of the territories of Culterra by besting thy opponents in a variety of challenges.

CONTENTS

Map of Culterra • Challenge wheel • Calamity cards • Challenge Cards separated into 5 decks • 1 timer • 6 Kingdom Cards • 6 capital markers • 138 territory markers separated into 6 colors

SETUP

- Determine who will be the Host; the remaining players will be the contestants.
- Set out the map so everyone can see it.
- Shuffle the Calamity Cards and place them in reach of the contestants. Separate the Challenge Cards based on their category and shuffle each deck. Place the individual decks in front of the Host.
- Contestants select one of the Kingdom Cards and take the coordinating color capital and territory markers - place these in a pile in front of you.
- Contestants now claim their territories. Based on the number of contestants in the running, follow the provided territory distribution charts while placing your markers. The youngest player chooses their region first, then play proceeds to their left.
- Start by selecting which territory in your region will be your capital, and mark it

with your capital marker. Then mark all other territories in your designated region with a territory marker.

- When all territories have been claimed, each territory should only hold one marker, and each contestant should control an equal amount of territories.

GAMEPLAY

The game begins with an Advantage Round in which all contestants compete for the chance to receive a Calamity Card. The winner of the Advantage Round is then the first to go in the Battle Rounds. Once each player has had a turn in the Battle Rounds, there is another Advantage Round, which is followed by another bout of Battle Rounds.

Play continues in this manner until one player has claimed all territories except the other players' capitals. If a player does control all of the non-capital territories at the end of the Battle Rounds, the Host initiates the Final Round to end the game.

Challenges

There are 5 challenge categories the contestants will be competing under. Each category has a specific time limit that defines how long players have to respond:

- The Troll Bridge - Multiple choice trick questions and riddles. (45 seconds, once buzzed in)

- The Witch's Brew - Complete the witches request...or else. (10 seconds once buzzed in or 30 seconds to return with items)
- The Joust - Quick 1v1 challenges, completed tournament style during the Advantage Round. (May require paper and pencil; 2 minute maximum).
- The Academy - Multiple choice questions about Latin, grammar, spelling, and basic etiquette. (10 seconds, once buzzed in)
- Math - It's just math. You can do math, right? (10 seconds, once buzzed in)

Advantage Round

To begin the advantage round, the Host spins the challenge wheel to determine what category the challenge will fall under. The Host then draws a card from the corresponding challenge deck and reads it to the contestants. The contestant who wins the challenge draws a Calamity Card (which the contestant may look at, and share if they wish), and the game moves on to the Battle Rounds.

Battle Rounds

Each contestant has a turn in the Battle Rounds in which they attempt to take control of another territory by challenging one of the other contestants.

The winner of the Advantage Round is the first to go in the Battle Rounds. The contestant begins by selecting which territory to attack (as described in "Selecting a Territory to Dispute"). Then, they spin the challenge wheel to determine which category they will compete in.

Before the Host reads the challenge card, both contestants, challenger and

challenged, may select one of the Calamity Card in their possession to use against their opponent (as described in "Using Calamity Cards". Then, the Host draws a card from the deck corresponding to the challenge category selected, and reads the question aloud. The contestants respond (as described in "Responding to Challenges") and the winner claims their opponent's forfeited territory by replacing the territory marker with one of their own. A new Advantage Round commences once each contestant has had a chance to challenge an opponent.

Selecting a Territory to Dispute

When deciding which territory to attack, there are a couple of requirements the contestants choice must meet. The territory they choose:

- must not be another player's capitol.
- must be adjacent to one of their own (either sharing a boarder or as connected by maritime lines).

If these requirements are met, a player may choose to attack the territory in question.

A contestant must also choose one of their own territories to forfeit, should they lose the battle. Like the territory they choose to attack, this territory:

- must not be their capitol.
- must be adjacent to the chosen target territory (either sharing a border or as connected by maritime lines).

Both of these territories must be defined prior to spinning the challenge wheel.

Using Calamity Cards

Calamity Cards are devices used to inhibit a player's opponent in the Battle Rounds (they cannot be used in an Advantage Round). Before the Host reads a challenge cards, both

contestants in a battle can play one Calamity Card of their choosing. The card is read aloud, and then placed at the bottom of the Calamity Card deck. The opponent must abide by the new rules set by the Calamity Card. Any responses given that break those rules will be ignored by the Host, but a contestant may still use the remainder of their time to try and answer correctly.

Responding to Challenges

In any given round, the Host will read out the challenge card, including any multiple choice answers, and tell the players how much time they'll have to answer it (as described in "Challenges"). Once the full question has been read, a contestant can "buzz in" by yelling out their kingdom's motto. The Host will determine who was first, should the call outs happen at the same time. They will then give the "buzzed in" contestant 10-45 seconds to give their answer, given the category. If they fail to answer completely or give no answer at all, they forfeit their chance in that round. The Host will reread the question, and one of two things will happen next:

- If it is an Advantage Round, the remaining contestants will have a chance to buzz in and the Host will give them their countdown.
- If it is a Battle Round, the Host will give the opponent the same amount of time to answer.

In the event that no one provides the correct answer, the following occurs:

- If it is an Advantage Round, no player will be awarded a disadvantage card, and the Host will give the player with the least amount of territories the first turn in the Battle Rounds.
- If it is a Battle Round, there is no contest, and play passes to the next contestant.

If no player has buzzed in after 30 seconds, the Host will give the youngest player/ challenger 10 seconds to answer, and follow with the other players.
NOTE: If a player responds to a Witch's Brew question and does not win the challenge for whatever reason, their opponent(s) may repeat their response(s) for credit.

Final Round

The contestant in control of all of the non- capital territories must meet all of their competitors in battle one last time before they can claim their capitals. Starting with the player to their left, the territorial lead will battle each contestant. The players defending their capitals spin the challenge wheel. Calamity Cards may be used as they are in the Battle Rounds, but now the contestants defending their capitals have the option to donate Calamity Cards to their allies. The territorial lead must best a majority of the competitors to win the game. Majorities are defined as follows:

Opponents	Majority
1	1
2	2
3	2
4	3
5	3

If the territorial lead defeats the majority before facing all the opponents, the game is over and they have won. If they fail to beat the majority, they have lost, and the allied opponents claim victory. Culterra is split evenly amongst them, and the loser is ridiculed and exiled from the land.