8 WESTERN TERRITORIAL GAME

Summary
The Western Territorial Game, like the "Eastern" version, makes players occupy the site, seeking to maximize their holdings. In this case, however, there is a hierarchy of two roles. The "public" role must plan and produce an infrastructure of common access from where "private" territories can build their own. Negotiation can be "vertical" between public and private interests and "horizontal" between private interests seeking occupancy of the same site. Anticipating developments, players can, following game rules, claim space and settle in by establishing boundaries by means of corner stones called "markers" thus creating a hierarchical organization within the private realm as well.

1. Game Rules
   1. Technical Universe
      Selection: The game is played with pieces named Territory, Access, and Boundary Marker. In the technical universe we used, the territory pieces are rectangular plastic slabs of different colors. For the access pieces we turned the territory pieces over to reveal a white stripe; thus territory and access pieces were the same size and shape. Access pieces belonging to the public player ('public access pieces') were simply white slabs. For boundary marker pieces we used small metal washers. (See figure 1).

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<table>
<thead>
<tr>
<th>Territory Pieces</th>
<th>Access Pieces</th>
<th>Washer (boundary mark)</th>
</tr>
</thead>
<tbody>
<tr>
<td>Red</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Green</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Blue</td>
<td></td>
<td></td>
</tr>
<tr>
<td>White</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>
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Figure 1
Distribution: Each territory and access piece must be placed within a rectangle formed by the lines of a simple rectangular grid. Therefore all territory and access pieces have the same orientation and pieces are never offset.

Territory pieces must be placed adjacent to already-placed access pieces. (Touching corners is not considered adjacent.) Except for the public player, players may not place access pieces directly in the site. Rather, a private player builds access by converting already-placed territory pieces. These two rules guarantee that all access on the site (public and private together) forms one connected path to which every territory is immediately adjacent. (For examples, see the played games illustrated in section 2).

Boundary markers are placed only on grid crossings. In addition, a player may only place a boundary marker on a grid crossing if s/he has a piece adjacent to both intersecting gridlines. Four boundary markers placed in a rectangle delimit a 'compound'. Thus players may not mark boundaries of arbitrarily large compounds, but may only mark boundaries determined by the outlying edges of their pieces.

![Figure 2](image1.png) ![Figure 3](image2.png) ![Figure 4](image3.png)

Figure 2  Figure 3  Figure 4

A boundary marker may be used to mark the boundary of more than one compound. For example, in figure 2, Red has placed four boundary markers, enclosing its pieces in a compound. In figure 3, Yellow has placed two boundary markers so as to share Red's boundary markers, and thus created a new compound.

The compounds marked may even belong to different players. Players may cooperate in placing boundary markers to make a compound. Thus Red and Yellow may each place two boundary markers to make a compound enclosing a set of both their pieces. Figure 4 shows this.
2. Site
The site is a flat surface marked with a rectangular grid the module of which is the dimension of a territory piece. A good size for the site is approximately eight to ten times the linear dimensions of one territory piece.

3. Program
The programmatic requirements given in this game are implicit; players cooperate to build territory and compounds around access pieces placed by the public player. Players may agree to achieve certain goals together, thereby developing, within the framework of the game, elements of a program (see protocol).

4. Roles
There are two roles in this game, named "public" or White and "private" or Color.

5. Moves
The first White piece must be placed adjacent to the edge of the site. Subsequent White pieces must be placed adjacent to already-placed white pieces. (Unlike the private players, the public player deploys access directly, rather than first deploying territory pieces and converting them to access. That is why the public player rolls only one die while the private players each roll two).

The Color players deploy territory pieces, converting them to access as desired, within the distribution restrictions described under the technical universe. Each move can be used to place one territory, convert one territory to access, or place one boundary marker.

6. Goals
The goal of White is to construct an access configuration that serves the Color players in occupying the site. White must define this goal at the outset of the game by making a sketch of the proposed access system.

The goal of each Color is to score points by placing territories within compound boundaries, claiming and controlling as much space as possible, and increasing territorial depth. The sketched path of White pieces must begin at the edge of the site and it must be continuous: isolated White pieces are not permitted.
7. Protocol
Play proceeds in turns. White moves first. White must, from the onset, produce a plan - by way of a sketch - of the configuration it intends to build. White rolls one die to determine the number of pieces to play each turn. Each Color rolls two dice to determine the number of pieces to play each turn.

Moves may be banked (deferred) from one turn to the next. They may also be traded with other players. Players may negotiate as follows:

The first form of negotiation is between White and the Color players. In general, White is expected to stick to the plan made at the outset of the game. If a Color player places a territory or access piece where White plans to place a piece, White may remove the Color player's piece by "eminent domain". Or the Color player may negotiate with White to leave its territory in place. By announcing White's intentions, the sketch plan minimizes accidental conflict between players. However, White need not stick entirely to the intended access plan. For example, encountering an already placed territory, White may elect to redirect the public access. Or several Color players may get together and try to convince White to alter the plan.

The second form of negotiation is among Color players. To build a territory adjacent to another player's access requires the permission of the access-owning player. Access rights can often be obtained by negotiation. For example, in return for access, a player may agree to build a compound that includes territory pieces belonging to the access-owner. Or, players may exchange access rights in different parts of the board. Placing a piece in another player's compound also requires negotiation.

Players who agree to build a compound together may negotiate about the size of the compound and how many boundary markers each player shall place. If players elect to build a compound together, they may plan it in advance. By pooling their efforts, two players may be able to build a larger compound more quickly than either could do it alone.

The game is over when no more pieces can be played, or when players agree to stop playing.
8. Scoring
At the end of the game each Color player's score is the sum of the point-values of their territories on the board divided by the number of moves. The point-value of each territory is calculated as follows. A territory not in any compound has a point value of 1. A territory in a compound has a point value equal to one plus the number of compound boundaries crossed when entering that compound from the public access. If there is more than one way to reach the territory from the public access, the path resulting in the highest point value may be chosen. Figure 5 shows an example of territories within compounds and indicates their territorial depth (point value).

2: Example Of Play

Round 0
White draws a diagram of its intended configuration.

Round 1
White rolls 3, lays three pieces in a row.
Green rolls 1, places a territory right at the edge of the board, adjacent to the public access.
Red rolls 6, creates a row of three access pieces perpendicular to the public access.
Blue rolls 12, creates a row of three access pieces directly opposite Red's pieces (in 6 moves), adds two flanking territories and four boundary markers to complete a compound containing all the blue pieces.
Round 2
White rolls 5, continues to add to the network, including the beginning of one branch.

Green rolls 9, and creates a new cluster with 5 territories and 2 access pieces.

Red rolls 12, adding 2 pieces to the existing red access (4 moves) and 4 territories and 4 boundary markers to contain all the red pieces in a single compound. In deploying boundary markers, Red includes 5 green pieces in the compound. Green does not object or negotiate because the move enhances the values of the green pieces.

Blue rolls 9. Blue adds 2 territories to the outer edge of the blue compound, converts them to access, adds another 3 territories and 2 boundary markers of the adjacent blue compound. In doing this, the two existing outer boundary markers of the adjacent blue compound are also counted as corners of the new compound, because the corners are common to both.

Round 3:
White rolls 1 and banks the move for the following round.

Green rolls 7 and adds to the existing blue cluster outside the boundaries of the green-red compound.

Red rolls 7 and expands within the red compound, adding 2 boundary markers to subdivide the compound into 2 smaller compounds (an inner and outer compound). Access to the inner compound is through the outer compound. Therefore the value of the territories in the inner compound is increased.

Blue rolls 1 and adds a territory to the inner blue compound.
Round 4:
White rolls 2, and plays 3 access pieces, using the move banked from the previous turn.

Green rolls 7, expands the green compound and contains part of it with 2 boundary markers, making use of two existing boundary markers of the adjacent compound with common corners.

Red rolls 8 and starts a new compound, laying down 4 territories all adjacent to public access and 4 boundary markers containing them.

Blue rolls 8 and creates a new cluster, first adding a territory and converting it to access on the projected path of the public access. This is a legal means of access to an inaccessible corner of the board, even though the blue access pieces are likely to be expropriated and replaced by public access in the next round. The configuration of the new blue compound ensures a correct connection even when the private access is replaced by public access.

Conclusion
Green has placed 7 pieces and scored 17 points, attaining a total score of 17/7, or 2.4 points.
Red has placed 11 pieces and scored 27 points, attaining a total score of 27/17, or 1.6 points.
Blue has placed 7 pieces and scored 14 points, attaining a total score of 14/7, or points.
White has placed 11 pieces.
3. Game Variants

Protocol Variations
Protocol may require participation of the colors in the design of the White configuration. Colors may outvote White and free it to modify its plan for White configuration. Review of the White configuration in mid-play may lead to revision of White’s plan. Alternatively such relationships between White and Colors may be left to the players requiring them to decide on protocol relations to White’s plan before play starts.

Site Variations
A different site can alter the nature of both territorial configurations and strategies for play. For example, if the game is played with a much larger site and a correspondingly greater number of moves per turn, then it becomes possible to try out more complicated configurations of pieces and compounds.

The site may also include parts that can not be occupied by pieces, making planning more difficult.

4. Comments and Reflections

As individual participants, each with an equal role to perform, the color players in this game will try to maximize their control over the space of the site. To achieve this control each player will attempt to build as extensive configurations as possible, with as many compounds as possible along a common access route. It is therefore a good idea, within the limitations of each turn (or over the course of several turns if the player has been able to bank enough moves) to plan configurations in advance, so as to maximize their spatial efficiency. Spatially efficient configurations are those that pack the most territories around the fewest access pieces, yet still allowing the possibility of expansion. As each boundary within a configuration represents another layer of territorial depth, the innermost territories along a path of access are also the most valuable.
Sometimes the public or a private player has a number of moves available in a turn that cannot be put to good use. The field may have become too constricted for the public player to expand or complete the planned configuration of public access, or the private player may not be able to expand a compound without using a great number of access pieces. In such cases, it may be a good idea to bank moves for future turns when they can be used more profitably.

Two different players may decide to work as a team in building configurations on the site. The 'team' strategy enables certain players to build more extensive areas of control within the site faster and more efficiently, provided moves are planned in advance, off the site.

It may also be useful for all players to make some general agreements about the configuration of the public space they share (the site) in order to make more efficient use of it, and to control the distribution of private compounds about the site. The game will be more or less competitive depending on the degree to which the open space is planned and coordinated.