

Royal Tee

The Game

Royal Tee is a game where 2 or 4 players compete in a 12-by-12 board in order to claim the most amount of spaces on the board. The game ends when all spaces have been claimed.

Set-Up

Before play, the board must be set up. Each player grabs their Royal Tee and places it in the space that is highlighted with that tee's color. That spot is next to the player's zone, which is an area off of the board that is colored the same as their tee. The movement slider needs to be set to "1," so slide the black frame to the number 1.

Note: If only 2 players are playing, they must choose colors that are across from each other.

Each Round

Each round, players will take turns counter-clockwise, starting with the Red player. After all the players have used their turns, the movement slider is moved over to the next number. If the slider is already on "9," there is no need to move it any further.

Your Turn/Movement

When it is your turn, you must move your Royal Tee a number of spaces equal to the value that is indicated on the movement slider. You can move up, down, left, or right, but not diagonally. You can even land on the same space multiple times. You are also prohibited from moving through a space that is occupied by another player's Royal Tee.

Claiming Spaces

For each space that the Royal Tee moves through (including the space that the Royal Tee started on), that player claims that spot. If there are no colored tees in that space, the moving player places one of their colored tees into that space. If there is already a colored tee, the player replaces that tee with one of their own.

Note: A Royal Tee can never be claimed by another player.

Claiming Bonus Spaces

If a player completely surrounds other spots with their own claimed spaces, the player also claims those spaces as bonus spaces. For spaces to be completely surrounded by your claimed spaces, you must create some kind of perimeter to be filled in. Yes, this also includes corner pieces of the shape. (Diagonally-connected lines do not count.)

Note: As an example, if a player creates a rectangle out of lines of claimed spaces. At the end of their turn, once the rectangle is closed, all spaces inside of the rectangle is filled in with their tees.

Using Your Zone

Additionally, a player's zone, the area off of the board that is indicated by the player's color, is considered to be claimed by that player. A player can use that area to aid in surrounding bonus spaces as though it closes off the perimeter.

Note: As an example, a player can create a rectangle with only 3 sides and claim the inside spaces if the zone closes off the shape as though it is a 4th side.

Ending

The game ends when a player has claimed the last open space on the board and their turn ends.

Winning

The winner(s) of the game is determined by counting the claimed spaces of each player. Whichever player(s) has the most amount of claimed spaces, that player(s) win the game!