

SUMMARY OF PLAY

To facilitate play the following is a brief summary of what each player does on **every** turn throughout the game. The steps should be followed in order.

1. They determine how many armies they are entitled to by (a) counting up the **territories** (not armies) they occupy and dividing by 3; (b) checking to see if they are entitled to extra armies because they completely occupy any continent or continents; (c) checking their cards to see if they have a combination that they wish to turn in for additional armies.

2. They place these armies on the board on territories that they already occupy. This is the only time that a player may place armies during his/her turn except when he/she eliminates an opponent.

3. They make any attack they wish. They may attack as many times as they wish on a turn provided they have at least two armies on one of their own territories, which is adjacent to an opponent's territory.

4. They end their attack when they wish, or when they are forced to as a result of running out of armies.

5. They make their free move if they can and wish to.

6. They take **one** card if they have captured one or more territories on their turn.

7. They end their turn by passing the dice to the next player.