A game by **Miguel Suárez O.**

The Treaty of Rodentia

BITE & WRITE

2 to 5 **players**

Duration **20 minutes**

From **8 years**

MASO GAMES

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The Treaty of Rodentia
BITE & WRITE

This game is part of the **Rodentia** universe, the board game, where rodents have united and managed to expel predators. In Bite & Write after the times of war against wolves and foxes, the council of leaders is supporting the Treaty of Rodentia. Using a dice game, the lands obtained after triumphing are distributed.

By painting the map we represent the forces of our rodents positioning and controlling areas of the map, commanded by their leaders, as they face the sneak attacks of the few wolves that still venture into Rodentia to cause terror.

GOAL

Control Rodentia's most valuable territories by choosing dice, while exploring with your leader and avoiding sneaky attacks by wolves.

TO PLAY YOU WILL NEED

- **Game sheet** *(contains map of 26 hexagons: 5 forests, 5 mountains, 5 rivers, 5 swamps, 5 grasslands and 1 wolf, dice indications, objective marker, bonus zone, wolf capture zone, victory points zone).*

- **6 dice**

- **5 different colored pencils** *(suggested to use: squirrels-green, marmots-red, otters-blue, beavers-brown and moles-purple)*

- **7 pawns** *(represent the leader of each species: squirrels, marmots, otters, beavers, moles and 2 of wolves)*

- **1 starting player token**

SETUP

- We will place in the center of the table **1 player's sheet** (2-3 players) or **two sheets** (4-5 players) according to the number of players joining them as indicated in the figure (map 1 above, map 2 below)

For assembly, you need to cut map 2, as indicated by the red zone

- Distribute a **different colored pencil** to each player.

- **Choose 2 of the 6 common goals to the players.** For that we can roll 2 dice.
Note: At the end of the game, whoever achieves these 2 goals gets additional victory points.

- Give a **pawn to each player**, it represents the species leader (ideally the same color as the pencil).

- Place a number of dice on the table **equal to the number of players plus 1.**

- **Each player will draw a burrow in one of the hexagons of the type of terrain on the map corresponding to their species** (squirrels-forest, marmots-mountains, otters-rivers, beavers-swamps and mole-grasslands). These burrows are placed in reverse order of turn, ending the starting player. To differentiate them, they can make a geometric figure or another shape using their colored pencil.
Note: Only one burrow of each species per game.

In the example, whoever controls the moles draws his burrow in the meadow

- Place the pawn of each species on its burrow and the wolf pawn on its hexagon *(two wolves with 4-5 players).*

- Choose starting player: the last one to have brushed his teeth, receive the initial player card.

HOW TO PLAY

The game unfolds over several rounds, each one consists of 4 phases:

1. Choose territories.
2. Take control of territories.
3. Leader or wolf movements.
4. Bonus lands.

1. Choose territories

The starting player rolls the dice and chooses one, then the player on his left chooses another among the rest, and so on all the players they choose dice, always leaving a free dice.

The results of the dice mean:

FORESTS   MOUNTAINS   RIVERS

SWAMPS   GRASSLANDS   WOLVES

2. Take Control of Territories

Each player, following the turn order, based on the type of terrain on the chosen die, places 1 to 3 rodents in one or more hexagon filling with its color those ⬤ that are in each hexagon.

Note: You can place 3 rodents in one turn, but you will be limited to a maximum of 2 rodents in the same hex per turn.

Example: If we choose dice 5 (grasslands) we can place 2 rodents in a grasslands hex and the remaining one in another of the same. Or, place the 3 rodents in 3 different grasslands. We will not be able place 3 rodents in a grassland in a single turn.
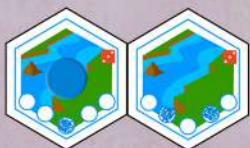

Rules for positioning rodents

- **Adjacent :** Place up to 3 rodents, coloring, in adjacent hexagons to:
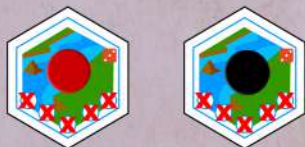
a) Our burrow

b) Hexagons of the map containing other of our rodents, including hexagons where our rodents are.

c) The leader, including the hex in which the leader is located.

Note: We cannot place rodents in hexes that are occupied by other leaders or by the wolf.

- Advanced: If we cannot place rodents following the rule of adjacency, we can choose any other hex of the map of the type of terrain chosen on the die to locate 1 rodent. Additionally, we can move the pawn of our leader to the space where we just positioned the new rodent.

*In every hexagon it is possible to place a maximum of 5 rodents among all Players. Whoever has more rodents positioned controls the hexagon, and for this, it is enough to have 3 of a single color. To differentiate controlled terrain from one that it is not, the edge must be painted with the color of who dominates it.

3. Move the Leader and Wolves

Leader
In turn order, players can optionally move their leaders to an adjacent hexagon. The destination terrain may be controlled by another player (majority), may be another's burrow player, even may be be occupied by another leader but not by the wolf.

Leaders will allow Players to:

a) Reserve NON-controlled hexagons. No player can paint rodents, as long as the leader is there.

b) Have more areas of the map where you can draw.

c) Add 3 victory points to a controlled hex to end of the game, if your leader is positioned on him.

Wolves

The wolf pawn will move through hexagons adjacent to its current location. When the dice are rolled and there is one or more results of "6", there will be the following conditions:

-If a player chooses a die that represents wolves (face 6), you can move the wolf 1-2 hexagons adjacent to yourLocation.

-If no player chooses the wolf dice, the initial player will move the wolf 1-2 hexagons, adjacent to its location.

-In the same round, more than one player may move the wolf(ves) if the preconditions are met, by order of turn.

If the wolf reaches a hex occupied by a leader, **catches him and sends him to its burrow,** marking a catch (a circle) of wolf in the game sheet: this will give negative points to the player caught. For each capture the points
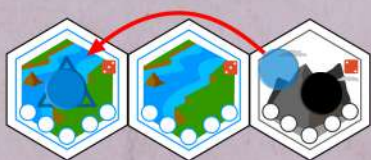
WOLF CATCHES

Squirrels	3	5	7
Groundhogs	3	5	7
Otters	③	5	7
Beavers	3	5	7
Moles	3	5	7

If the wolf still can move, it can continue moving, **being able to catch more than one leader at a time.**

Leaders are considered safe being in any of the burrows.

4. Bonus Land Type

When every player has placed their rodents in territories and have moved their leaders / wolves, it will be marked in the player's sheet with an X on the terrain type of the free dice, thus bonus all hexagons of that type of terrain for the victory point count at the end of the game.

BONUS LANDS

FORESTS	X
MOUNTAINS	X
RIVERS	

Each type of terrain can have a bonus more than once.
Each X on each type of terrain will provide 1 point extra to each hex of that type.

Finally, the player to the left of the current starting player take the starting player token and dice. Next, a new round begins.

END OF GAME

The game ends when one of the following situations occurs:

-A player cannot choose a die that allows him position rodents in hexagons, since they are complete or another player took the dice that it allowed before. This round concludes in phase 1.

*If the player chooses a dice-type of ground, intentionally, that does not allow him to position rodents in a hex, having dice that allow it, that player agrees not to place rodents in that turn, this means that nobody will position rodents. In this case, the game does not end.

- The wolf has caught all the leaders at least once. Two players at least twice. One player three times. In this case, the game round ends, concluding in the phase 4.

SCORE

Add Victory Points (VP), considering who has most rodents in each hexagon. Don't forget how many times we have bonus on each terrain:

- 2 VP + bonus per terrain hex corresponding to the species. *Squirrels will receive 2 VPs for each hex of forest you control (plus bonuses for forests)*

- 1 VP + bonus for non-terrain hexes of your kind.

- VPs for goal achievement.

- Negative Points are subtracted for Wolf catches (1 capture: -3, 2 captures: -5 and 3 captures: -7.)

- 3 VP Points per Leader in controlled hex.

- In the event of a tie in the control of a hexagon by two or more players the hex is considered uncontrolled.

At the end of the game if you have a majority of rodents in a hexagon, also counts as domain of the territory, for therefore scores.

The player with the most victory points is the winner. In case of tie, whoever controls the most hexagons of its kind. If tie remains, the winner is the one who obtained the most points without goals, finally, who was less captured by wolves.

SCORE GOALS

Two are selected at the start of the game, and victory points are added at the end of the game. These are obtained by controlling the largest number of hexagons according to the conditions of objective, in case of equality in the number of hexagons controlled all players get VP.

1) Control a row. Control most terrains in the row, all rows are considered, 2 PV each row controlled.

2) Separated areas of the map. Each player gets 3 VP for each separate controlled zone, considering that one zone is made up of at least two contiguous hexagons controlled.
Note: Goal not recommended to 2 players.

3) Largest area of the map. Control the area with greater number of hexagons.
1st 8 PV 2nd 4 PV. If there is a tie in the first place both they get 8 VPs, and there is no score for 3rd. If there is a tie in 2nd place both get 4 VP.

4) Master a diagonal (at the beginning of each game you define whether the diagonals of the map will be ascending or descending). The diagonals are considered on 3 hex, 2 VP for each diagonal.

*Remember that at the beginning of the game, the diagonal that will be scored at the end must be defined.

5) Connect burrows: Through controlled land link 2 or more burrows in one zone. 4 PV for each connected burrow. They are considered 'connected' if a player links by controlling continuous hexagons adjacent hexagons of two or more burrows.
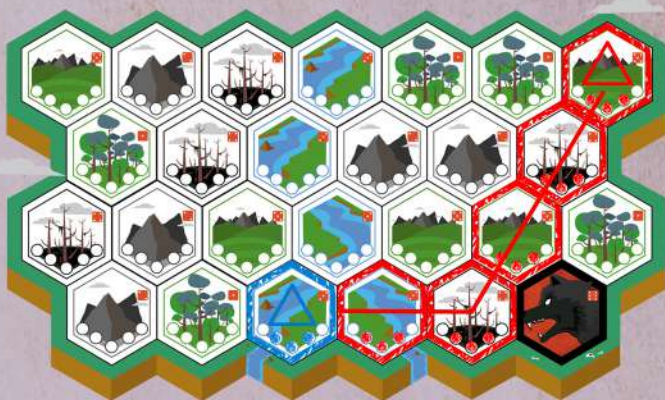
6) Control the edges. 2 PV for controlling most hexagons in one of the outer areas of the map. Considering 4 zones: upper, lower, left and straight. Considering for each edge the hexagons of the corners of the map.

The Treaty of Rodentia
BITE & WRITE

A game by **Miguel Suárez O.**
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Edition **Cacahuete Games**

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RODENTIA
LA GUERRA DE LOS ROEDORES

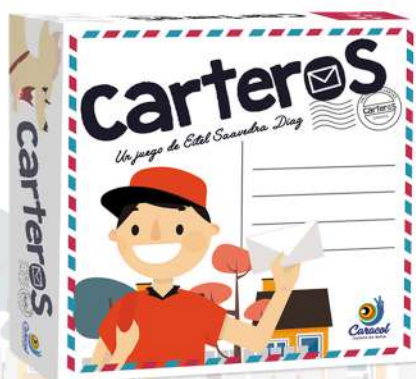Vencieron a sus depredadores, pero no sus diferencias.
5 especies, 5 líderes, un continente.
RODENTIA, un juego de control de mapa, mediante puntos de acción.
Reprodúcete, construye tu madriguera, avanza y conquista territorios,
tomando ventaja de las habilidades propias de tu especie.

Encuéntralo en **@masogames**

CARTEROS
Un juego de Eitel Saavedra Diaz

Estudia bien las calles para lograr entregar primero todas
tus cartas. No parece difícil, pero **¡ten cuidado con los
perros!.**

Encuéntralo en **@juegacaracol**

Cat Café

Roll & write ligero y divertido.

Haz que tu lugar en Cat Café ¡sea el
mejor! Dibuja juguetes colocándolos
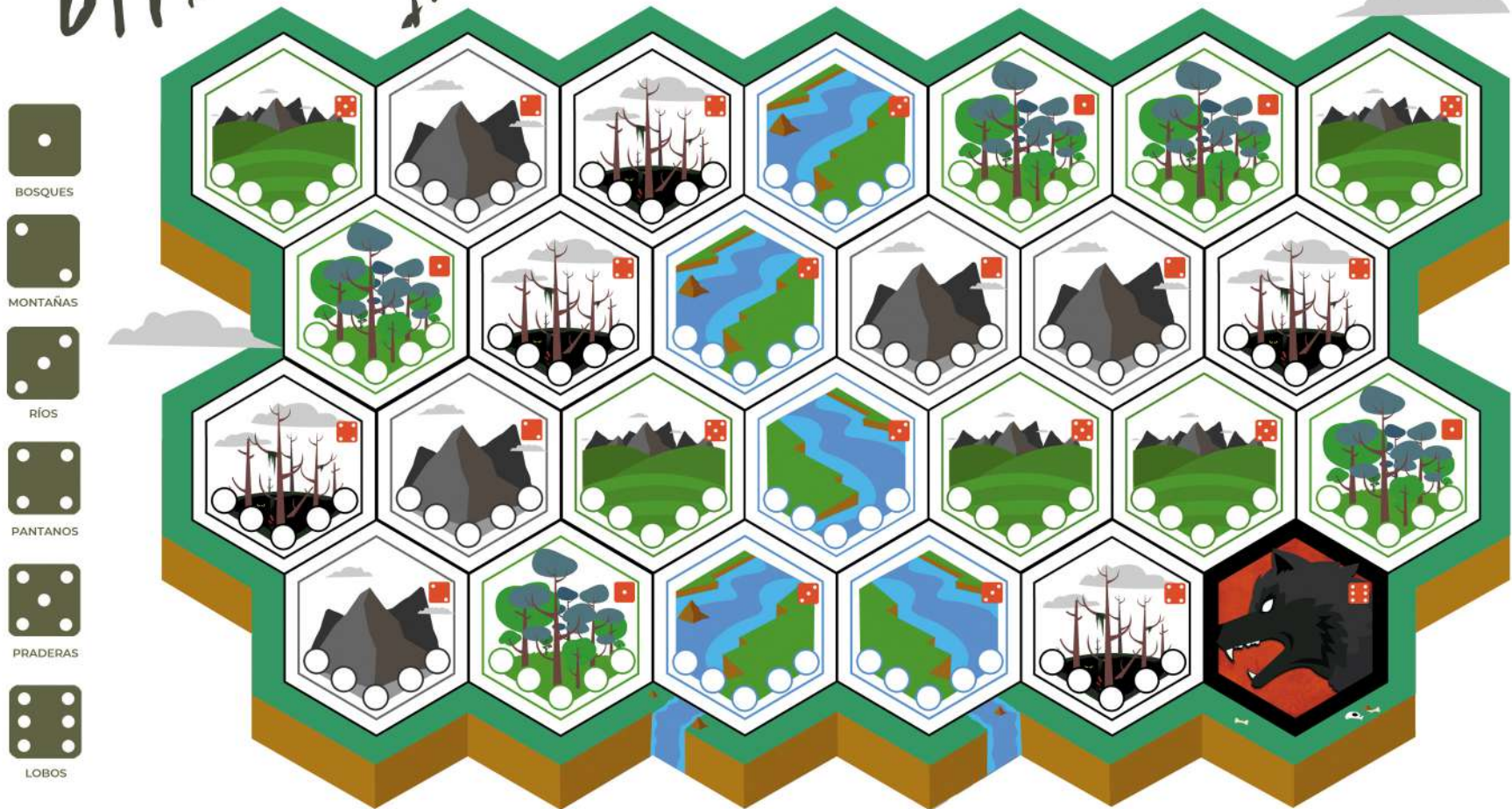de la manera más favorable y gana
atrayendo la mayor cantidad de gatos.

Encuéntralo en **@cacahuategames**

BITE & WRITE

"El Tratado de Rodentia"
Un juego de **@MASOGAMES** | Diseño gráfico e ilustraciones **@JUEGACARACOL**
Edición **@CACAHUATEGAMES**

BOSQUES

MONTAÑAS

RÍOS

PANTANOS

PRADERAS

LOBOS

OBJETIVOS

FILA HORIZONTAL ○

ZONAS SEPARADAS ○

ZONAS MAS GRANDES ○

DIAGONAL ○

CONECTAR MADRIGUERAS ○

DOMINA LA FRONTERA ○

BONIFICAR TERRENOS

BOSQUES

MONTAÑAS

RÍOS

PANTANOS

PRADERAS

CAPTURAS DEL LOBO

ARDILLAS	3	5	7
MARMOTAS	3	5	7
NUTRIAS	3	5	7
CASTORES	3	5	7
TOPOS	3	5	7

PUNTOS DE VICTORIA

	J1	J2	J3	J4
BOSQUES				
MONTAÑAS				
RÍOS				
PANTANOS				
PRADERAS				
LOBOS				
OBJETIVOS				