

**A WITTY, WILY,  
WALL-TO-WIN  
STRATEGY GAME!**

# WALLOFF!

## How to Play

Players: 2 - 6  
Time: about 15 - 20 minutes  
Equipment: game board,  
pencils, one six-sided die

**The GOAL of WALL OFF!**

Claim the greatest area of land by walling it off from neighboring land.

**PREPARATION:**

- \*Print one of the included game boards. This game pack includes five 8x8 grid game boards for shorter games and five 10x10 grid game boards for longer games.
- \*Get one or more pencils or other writing utensils.
- \*Get one six-sided dice.

To wall off an area you need:  
\*3 kinds of tiles  
\*including at least one house!

**GAME PLAY:**

Draw walls on the game board to create separate areas.  
Each walled-off land area must:  
\*have at least one house  
\*have exactly three different kinds of tiles.

**OK!**  
1+ brick house  
1+ wood house  
1+ grass

**NG!**  
1+ water  
1+ grass  
1+ farmland

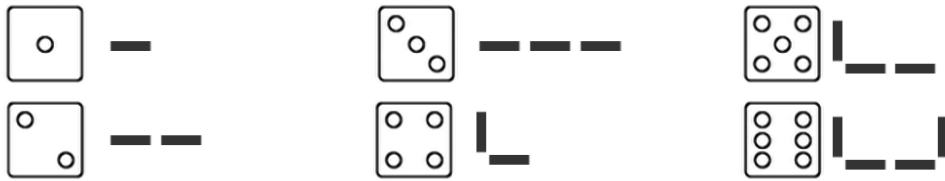
"1+" = "one or more"

**NG!**  
1+ brick house  
1+ wood house  
1+ grass  
1+ tree

**The PLAYERS' TURNS:**

Roll one die on your turn. Depending on the number, you can build (draw) a certain kind of wall.

- 1** = one line / **2** = two straight lines / **3** = three straight lines / **4** = two lines at right angles to each other /
- 5** = one line at a right angle to two straight lines / **6** = two straight lines flanked by two lines at right angles to them



Draw that wall in the white channels between the tiles. The orientation (direction) of the wall does not matter. So (1) can be a horizontal line or a vertical line.

You cannot:

- \*draw a wall that crosses another wall.
- \*draw on top of already added walls.
- \*build a wall over water. So you must build around any adjacent water tiles. (Water that is only connected diagonally at a corner can be separated by a wall.)

**CLOSING A WALL:**

The person that closes the wall (draws the last line to create a closed shape) claims that land area.  
When you claim a land area, write your name or a symbol of your choice somewhere within the walled-off area.

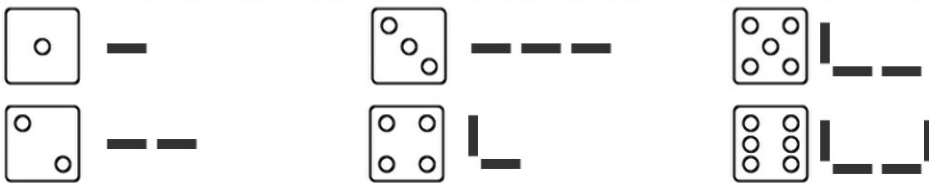
**WINNING THE GAME:**

The game ends when there are no more areas that can be walled off, or when no players draw walls for two full rounds. Count up all of the tiles that are located within walled areas that you claimed. The player with the most tiles is the winner!

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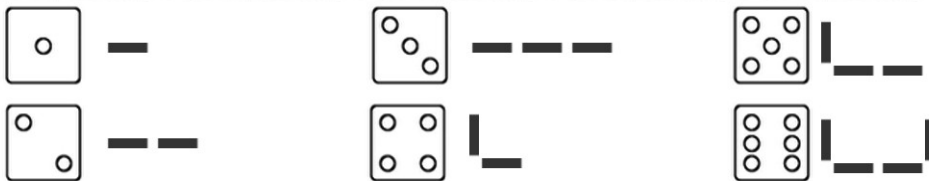


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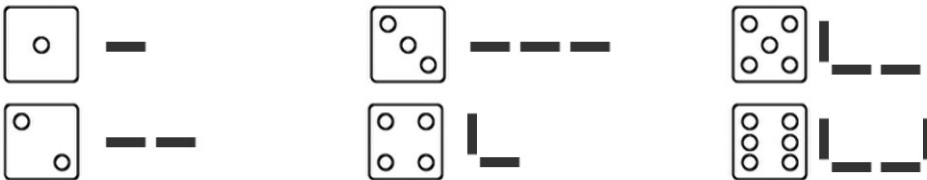


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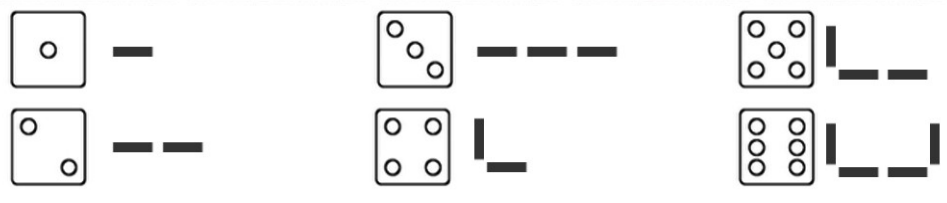


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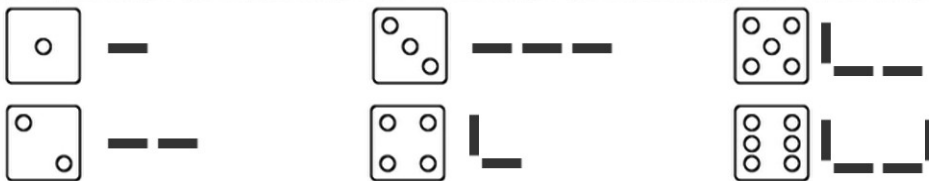
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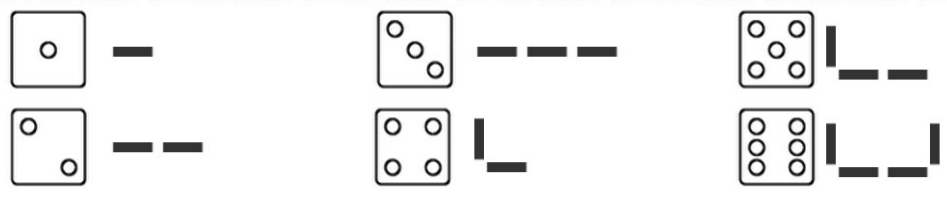
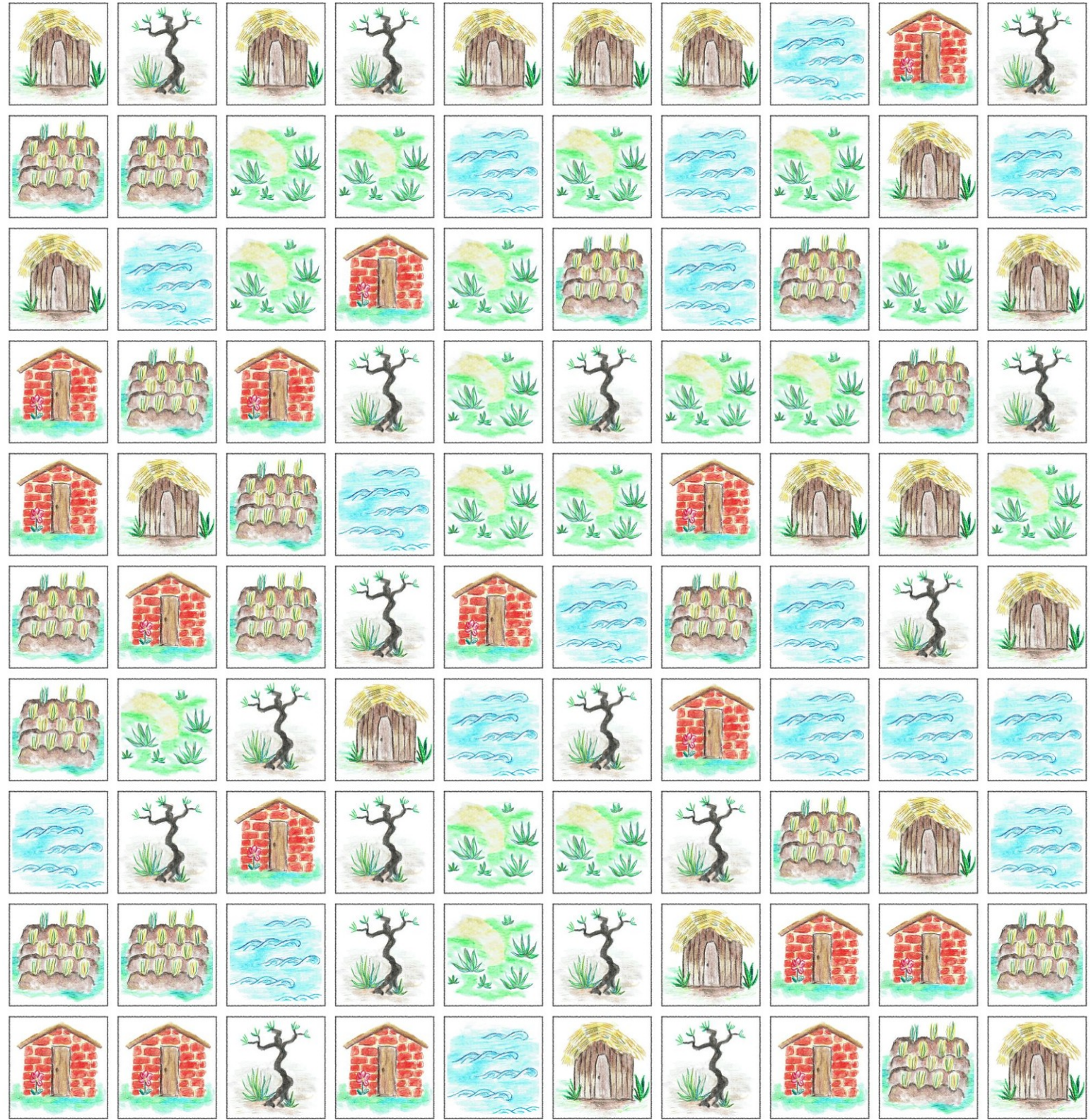
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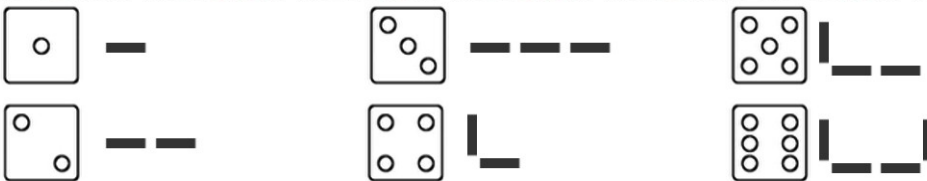


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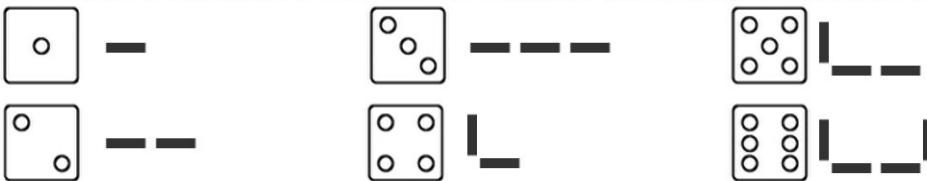
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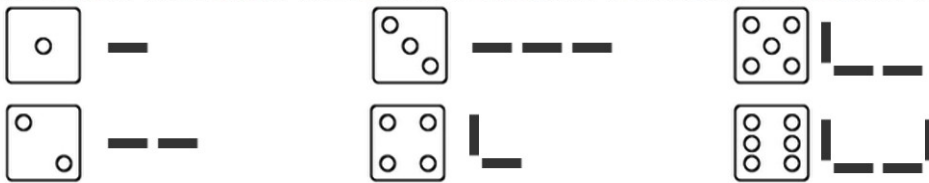
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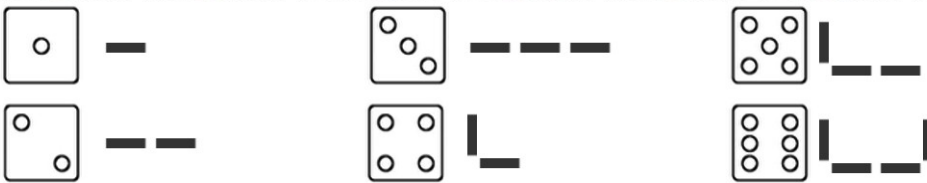
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