

“OCCUPIED TERRITORIES”

A map game that involves battle strategy

Purpose of the game: To become familiar with the names and approximate locations of the neighboring kingdoms around Israel during the period of David and Solomon.

NOTE: If you “Google search” for maps of this area during this time, you will find differences in how the areas are defined, especially in the Aramean areas. Also, Ammon is sometimes shown as bordering the Dead Sea and other times is shown far from the Dead Sea. The map in this game uses approximate boundaries that optimize game play for this specific game. Players should be aware that not all Bible maps will look just like this one.

You will need:

- 60 tokens of some kind, split in half 30/30 by color or some other feature (for example, you could use pennies versus nickels, or red squares versus blue squares, or peanuts versus raisins)
- A copy of the two game board pieces cut out and taped together

How to play:

Each player gets 30 tokens. Choose one player to begin. This player is allowed to put any number of tokens into any area he wishes. (But do bear in mind that you must put at least one token into each area you want to occupy.) Then it is the other player’s turn to do the same. They take turns placing some of their tokens into an area of their choice until all the areas are filled.

Now the real game begins. The first player chooses one of his territories that is touching an enemy territory that has fewer tokens. He removes the enemy tokens (they are not out of play and can be set aside) and moves one or more of his tokens into that space. He must leave at least one token in his own space. The number of tokens that are moved over is at the player’s discretion.

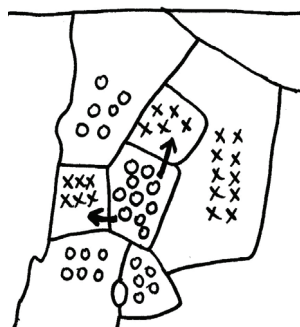
Then the opponent does the same. He looks at his territories and chooses one that is touching an enemy territory that has fewer tokens. He removes the enemy tokens and moves some of his own tokens over to that area.

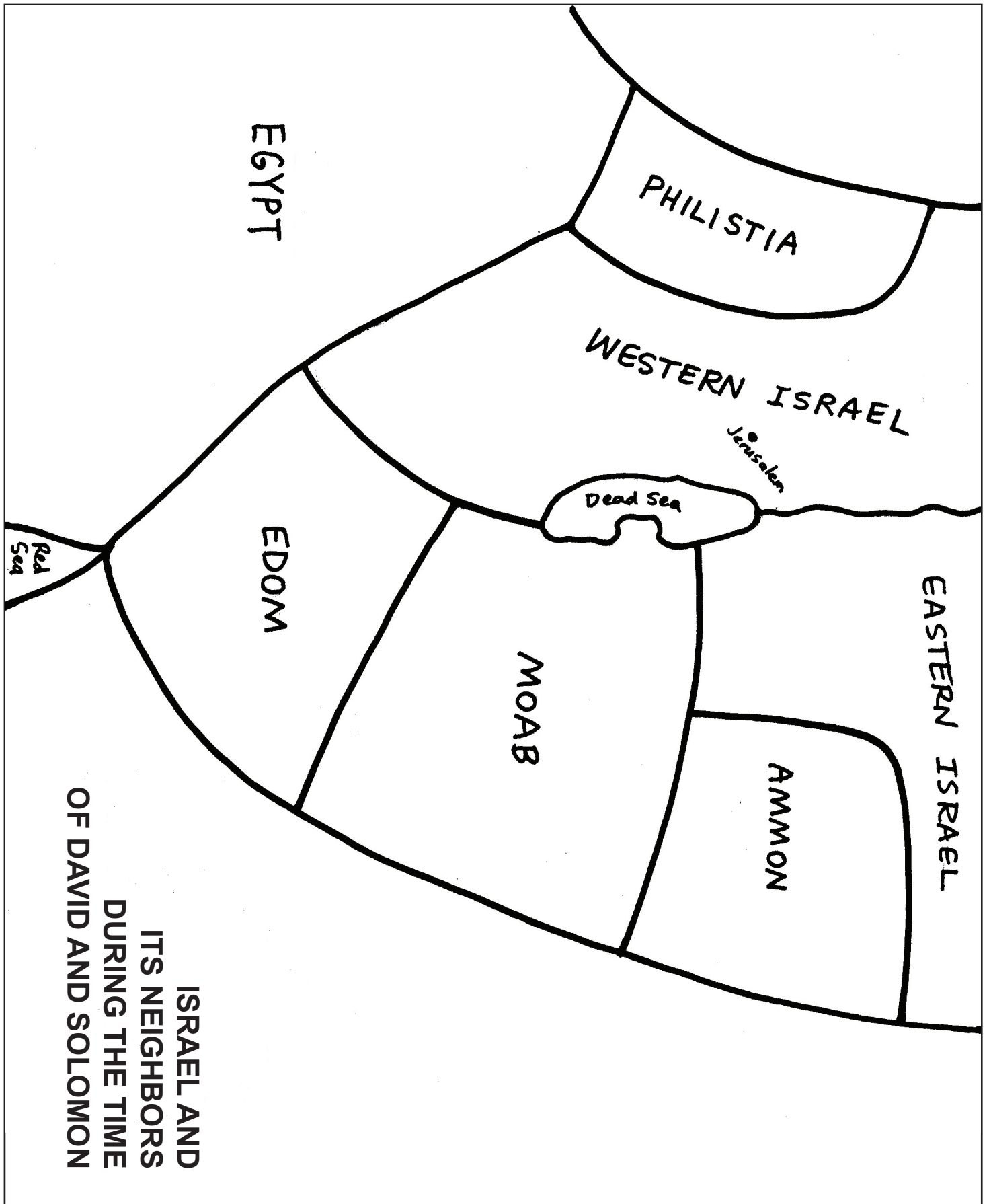
REMEMBER: To “attack” an area, it must be TOUCHING the area that is doing the attacking, and the enemy area under attack must have fewer tokens.

The play continues back and forth, with each player attacking an enemy area if they can. If a player finds that he cannot move, his turn is skipped and the other player makes a move. This continues until the other player can make a move again.

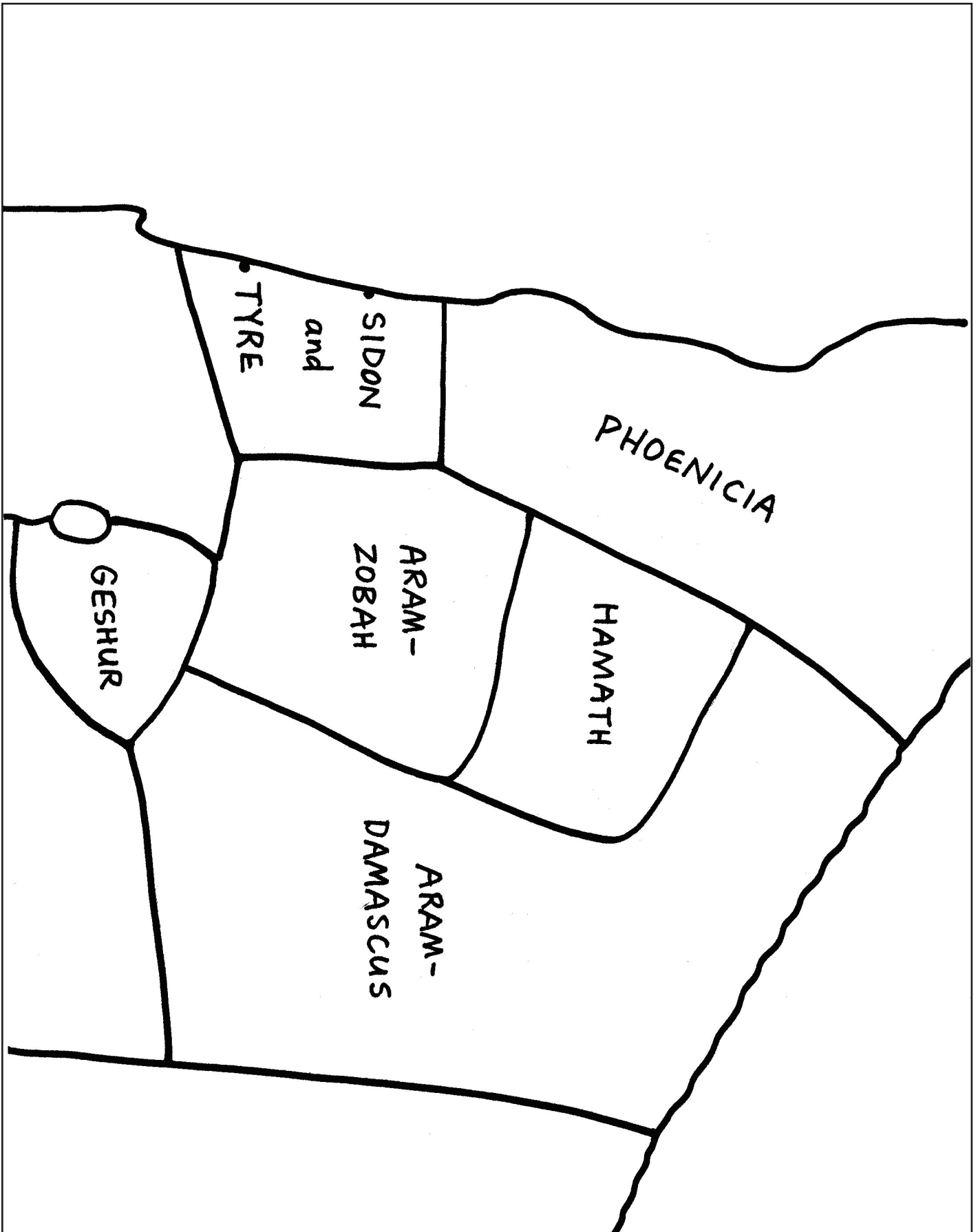
The game ends when there is only one token in each territory (or when there is a stalemate). The number of occupied territories is tallied up and the player with the most territories wins.

EXAMPLE: The player with the O tokens may use this territory to attack either of these two X territories because they have fewer than 10 tokens (the number of O’s in the attacking territory).

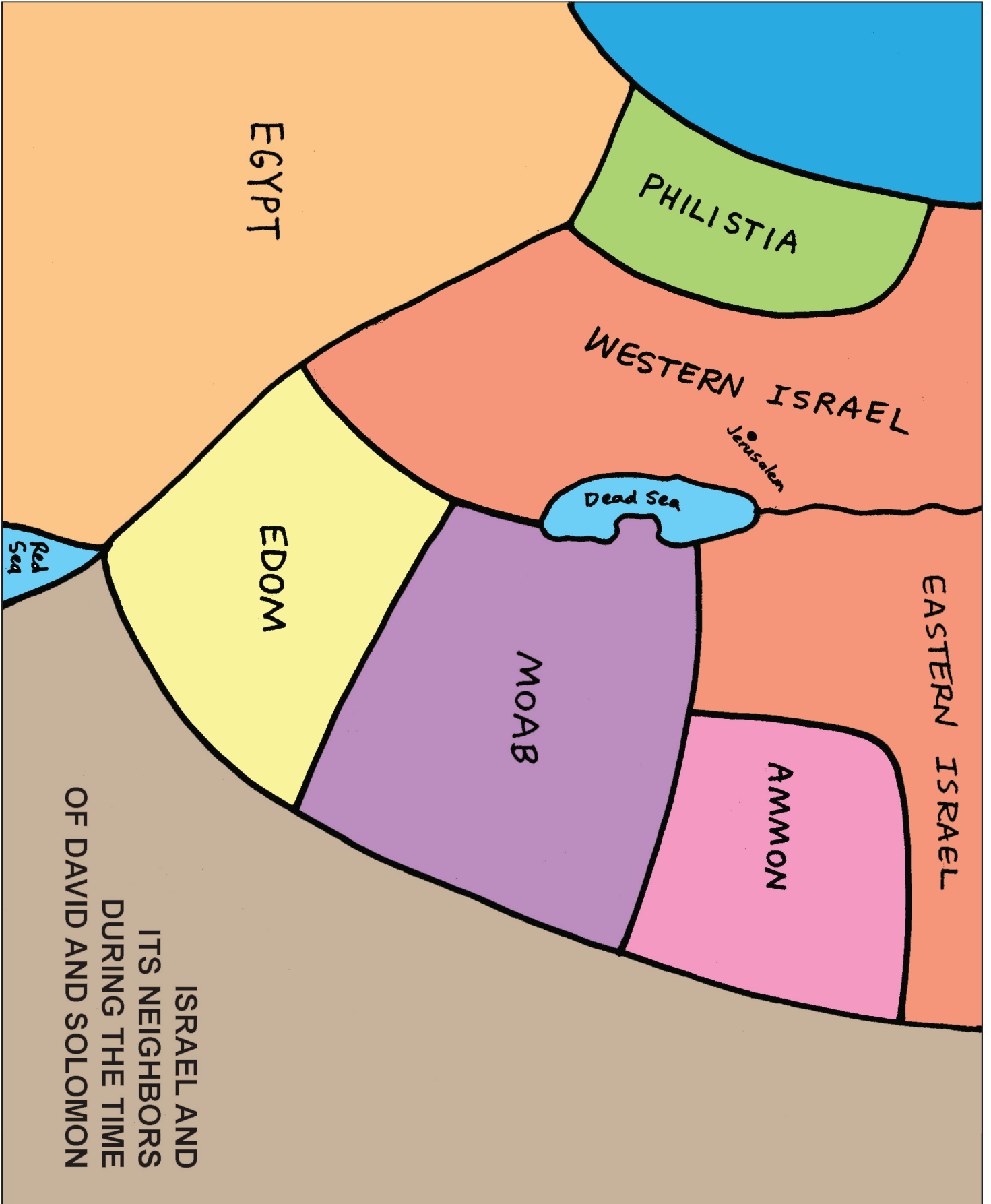




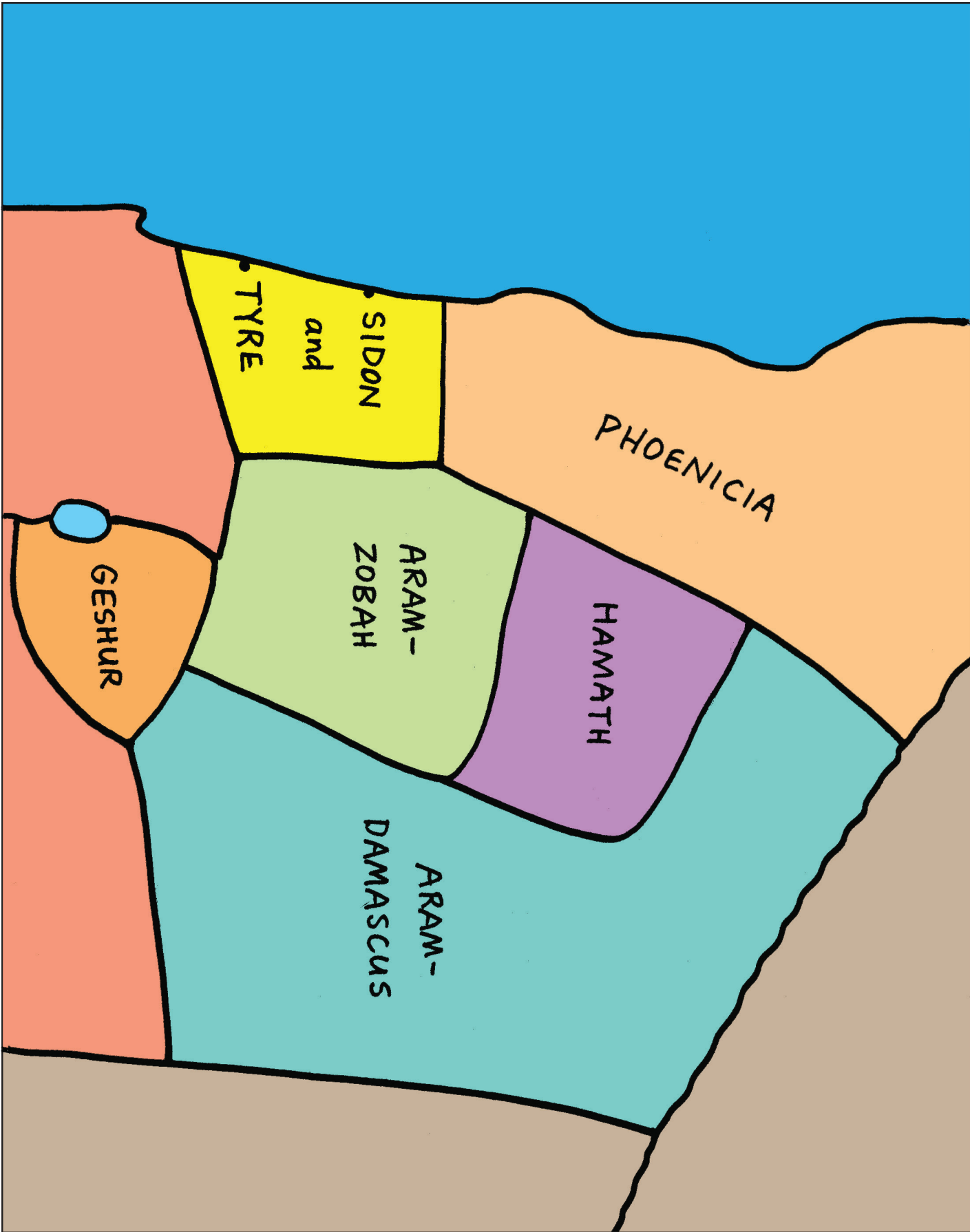
LOWER HALF OF GAME BOARD — black and white option



UPPER HALF OF GAME BOARD — black and white option



LOWER HALF OF GAME BOARD — color option



UPPER HALF OF GAME BOARD — color option