## Game

## **SURVIWAR**

Student names

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## **SURVIWAR**

**Aim:** SURViWAR is a strategy based board game to attack as well as defend with the goal of getting back the designated spot which is on the opponents turf.

**Game Play:** Any player can start the game, taking turns clockwise or anti-clockwise (1 move at a time) for their chance. The players strategize their moves in order to reach the TARGET points before their opponents reach their target points.

Each player has three types of pieces. Attackers can move in any number of steps, Blockers can't go outside their territory and it can't move diagonally & Commander can move only in steps of 2.

Any piece can kill other piece of another kingdom replacing its position on the board. Apart from Blockers a piece can jump across or over any other piece.

Each team has 2 TARGET points marked in the respective colours outside its kingdom. The Commander of a kingdom has to reach one of these targets. The first player that reaches the TARGET wins the game.

Number of Players: 4 max, 2 min Age Group: 8 yrs and Above

Material:

Board – Graphical sticker pasted on a white laser cut styrene board.

Pieces: Total 36 pieces 9 pieces for a kingdom, with 3 varied pieces with different powers [Attacker, Blocker, Commander]. Each piece is made of PU Rods with colour stickers pasted on the bottom.

**Size –** 280 mm x 280 mm x 50 mm high



