

## ***Board of War***

***Team 3: Jenna Tarkington, Cole Fernandez and Tyler Vaillancourt***

### ***Sample Play Through***

Cole, Tyler and Jenna decided to play a game of Board of War. They begin the game by sorting through the pieces, organizing them by color and setting up the board. Cole chooses yellow, Jenna chooses green, and Tyler chooses red. Then the cards are split up into two groups, face cards and regular number cards (aces with the number cards). Then one of each kind of face card is dealt to each player face up. Cole gets the King of Spades, the Queen of Hearts and the

Jack of Spades.

Tyler gets the King of Hearts, the Queen and Clubs and the Jack of Clubs. Jenna gets the King of Diamonds, the Queen of Diamonds and the Jack of Hearts. Then each player is dealt three more cards from the numbers pile face down into their hand. Since Cole was dealt the Queen of Hearts, he goes first. Cole's first three cards in his hand are a 5, a 7 and an Ace (suit is irrelevant for the



unit cards). He decides to play a builder as his first unit card so he discards his 5, collects a blue checker placing it on his side of the table and draws a new card for his hand to complete his turn. Jenna has the Queen of Diamonds so she has the next turn. Jenna's first three cards dealt were an Ace, a 9, and a 6; since she has the King of Diamonds, she thinks its smartest to start with a builder so she discards her 6, collects a blue checkers and draws a new card for her hand. The last turn in the first round is Tyler. Tyler's starting cards are 3, a 7 and an 8. Since his cards are soldier heavy, he plays his 7, discarding the card, collecting a gray checker, increasing his personal army power counter by 1 and drawing a new card. The first round is completed and the black round counter is increased by 1.



On Cole's next turn he begins by using his active ability- the builder played in the previous round- to expand his kingdom by 1 square. He draws a yellow X in the box of his choosing, adjacent to his starting kingdom. Next, he now reviews his cards and sees he drew a 3 last round leaving him with a 3, a 7 and an Ace. Since he has the King of Spades which makes farmers earn 3x gold instead of 2x when upgraded, he decides his best course of action is to play a 3 and get a farmer for his kingdom. He discards, places a black checker on one of the beginning squares of his kingdom and draws to complete his turn. On Jenna's next turn, she first uses her active builder to expand her kingdom; since her ability card permits one builder to expand by two squares instead of one, she builds two adjacent squares to her kingdom, signified by green X's. Now she can play another unit card. She drew another 6 last round, making her hand an Ace, a 6 and a 9. She weighs her options and chooses to play a merchant, discarding the Ace. She places a red checker on one of the beginning squares; now she can earn gold on her

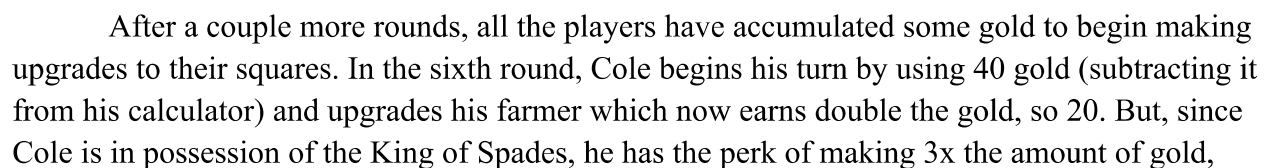


next turn. She draws and the game moves onto Tyler. Tyler decides he doesn't want to move his soldier on to the board yet, so he can go straight to playing another card. Tyler also wants to start earning money so he plays his 3 to get a farmer. He places a black checker on the board and draws a new card- his hand is now a 8, a 5 and a 10. The second round has commenced and the rounder counter is incremented by 1.



In the third round, Cole begins by using his active abilities again. He uses a builder to expand his kingdom by another square, drawing a yellow X and now, from the farmer he played last round, he gets to collect 10 gold and increases his personal calculator by 10. Next, he plays another unit card, securing a Merchant and utilizing his Ace. He places a red checker next to his farmer (black checker), discards and draws. Jenna goes next. She utilizes her active abilities so she builds another 2 squares (Green X's) for her kingdom, collects 10 gold, increases her calculator by 10, and plays another card. This card is the new card she drew, a 2- another merchant. She discards, collects another red checker placing it next to her pre-existing one, and

After a couple more rounds, all the players have accumulated some gold to begin making upgrades to their squares. In the sixth round, Cole begins his turn by using 40 gold (subtracting it from his calculator) and upgrades his farmer which now earns double the gold, so 20. But, since Cole is in possession of the King of Spades, he has the perk of making 3x the amount of gold,





bringing in 30 gold at the beginning of his turns for that farmer. Jenna and Tyler also make some upgrades here and there to their kingdom throughout the rounds.



After the sixth round, all of the player's Jack ability cards are now available for use. For example in Round 7, Tyler decides Cole is making too much gold too fast, so he chooses to use his Jack of Clubs to target an enemy and cause them to lose 10 gold and Tyler to gain 5 gold. He places his red colored marble within the bounds of Cole's kingdom, like a sneaky spy. Later in the game, he moves this sabotage to Jenna's kingdom when she is collecting a lot of gold and to try to stop her from reaching the 1000 mark for victory.

The game progresses for another 8 rounds and armies have grown immensely. Jenna is close to winning by expansion, so Tyler and Cole are trying to attack her kingdom to force her to lose squares. On Tyler's turn, he chooses to utilize the ability of his King of Hearts and attack from 1 square away at half power. His total army power is 8, so he will only attack at 4 plus whatever he rolls on the attack (color-coded D6). Jenna's defense consists of the number of her upgrades, which is 5, plus whatever she rolls on her D6. To initiate the attack, both Tyler and Jenna roll the dice. Tyler rolls a 5 making his full attack power 9. Jenna lucks out and rolls a six, making her full defense power 11, meaning she beats Tyler by 2 units. Lucky for Tyler, his ability card removes the consequence of losing at one square away, so Jenna keeps her kingdom and Tyler keeps his army power. Unfortunately, Cole has also made his way to Jenna's kingdom



and has decided to attack on his next turn. Cole doesn't have ability cards applicable in this attack so it is an even attack and defense on both sides. Cole has an army power of 6. On the attack roll, Cole gets a 5 and Jenna gets a 4. Sadly for Jenna, that puts Cole's attack power at 11 and her defense at a 9, losing by two units. That means Cole now gets to choose which two squares to remove from Jenna's kingdom's control and continue his turn. On Jenna's next turn, she chooses to utilize

her Jack of Hearts on Tyler's army so that he is not as much of a threat.



The game continues for another few rounds. Against odds, Jenna is able to pull out a win by expansion, completing the T- shape required) using her builder perk from her King of Diamonds to both expand and upgrade to increase her defense to fend off Cole and Tyler's army. It was a nail biter!

