

This game can be played with either two, three or six players. These players can consist of either entirely human players, entirely computer players or a mixture of computer and human players. There are two different sized boards that can be played on depending on how many players there are. If there are two or three players, then the board has five spaces per side (see figure Board5. If there are six players, then the board has seven spaces per side (see figure Board7). Each player is given a team of three robots: a scout, a sniper and a tank. Each robot has its own specific stats that can be seen in figure 1.

The game starts with all robots starting on their teams colored arrow (see figure 2 for reference).

Team colors are determined by how many players are in the game and the colors are randomly assigned. If there are two players then red and green are used, three players then red, yellow and blue are used, and if there are six players all colors on the board are used. This game can be run on Unix, Windows or Linux and will utilize the tuxworld server for data and AI types.




Scout	Sniper	Tank	
			
A:1	A:2	A:3	Attack
H:1	H:2	H:3	Health
M:3	M:2	M:1	Movement
R:2	R:3	R:1	Range

Figure 1

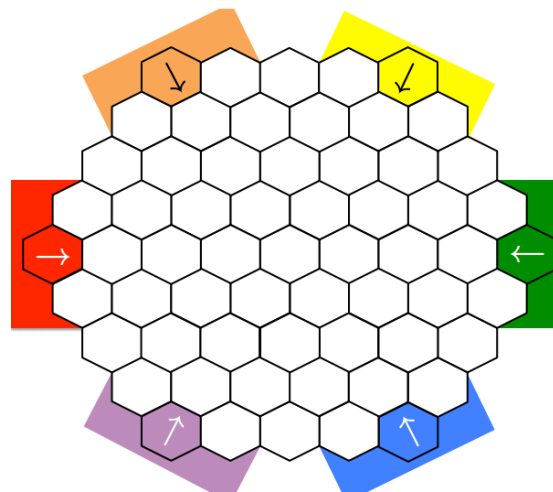


Figure 2

The game starts with team Red's scout robot and moves clockwise around the board to the next player. After every player has had a turn with their scout, a new round is started with team Red's sniper and the next round with team Red's tank. This order continues for the remaining rounds, if a player's scout is destroyed when its that players turn with their scout then they just use the next robot in the rotation. So in this case they would use their sniper if it is not

destroyed. If a player has no more robots they are eliminated and do not get a turn, the game progresses to the next player clockwise.

At the beginning of a player's turn they have the option to either move, shoot or do nothing. Players are able to move, shoot and then move again as long as they didn't use all their moves in their first movement (see figure 1 for reference). A robot can only shoot another robot if the enemy robot is in range. If the enemy robot is in range and the player chooses to shoot it, the enemy robot will take damage. Robots also have the option to shoot the space they are currently on, but be careful, all robots on that space will take damage including the one that fires. Each robot has different health and attack (see figure 1 for reference) so some robots are weaker than others. If a robot's health drops to zero or below, that robot is now dead and is no longer in play. The game ends when only one team has robots remaining.