**Game Title:** Block Wars

(Blocky Physics, Block Rock, Box o’Blocks, Block Off, Mental Blocks, Extreme EBlock Challenge)

**Intended Game Systems:**

Touch screens or Wii/WiiU (Movement sensitive controller required)

**Target Age of Players:**

3+

**Intended ESRB:**

E for Everyone

**Game Story / Gameplay:**

Multiple block games: 1-8 Players (turn based or co-operative/team modes)

When playing competitive on one player NPC opponent has easy –hard settings.

Everyone can select or build an avatar/playing piece to see when it’s their turn but action is first person with no sight avatar

Minimal story – some game modes have things like “oh no! A Kitten is stuck, help her!’ or ‘Look! A Swarm of angry Bunnies! Defend yourself!’ as appropriate to the particular mode

The background characters referred to collectively as Muglins (Muglin in the singular) can also be hit with removed blocks, balls or bombs in most levels and will sometimes drop an extra life/extra ball or other power up to help players

**Distinct Modes of Gameplay:**

* Jenga style deconstruct tower – carefully one piece at a time, place carefully on top
* Bombard Tower – throw things, cause as much destruction as possible – choose balls (baseball to bowling balls), bombs or cartoon animals (pigs, cows, hippos, elephants)
* Strategy Tower – Throw ‘paint ball’ as it bounces inside the structure it colors all the blocks it touches, color all for max points
* Defend Castle – build a castle and then use ball/bomb throwing weapons to defend against cartoon attackers or other real time players/teams
* Splatter Paint – throw paint balls at a wall – cover as much as possible with your color
* Save the Critter/Jailbreak – carefully deconstruct tower under a cute cartoon critter to help it get down safely or out from a contained area
* Target Practice – Throw things at blocks with point values (some blocks may have negative values)
* Air hockey/Curling – try to get your blocks into point zones, or knock another teams blocks out
* Trap the Muglins – Build a jail the Critters can’t escape
* Escape the Blocks - escape a block jail yourself without letting it fall in on you

**Unique Selling Points:**

* Up to 8 Players!
* Team play means younger kids can have a partner – up to 4 teams of 2,
* Co-operative play helps keep fights to a minimum with children
* Good for hand eye co-ordination and concentration
* Many levels of each category, easy, medium and hard settings
* Many ways to play!

**Competition:**

Boom Blox

Boom Blox 2