

THE BATTLEFIELD

Armies from the multiverse are summoned to an eternal battlefield to determine which universe is the strongest. But losing isn't without consequences. Weak showcases of strength will result in the erasure of your universe. If you want to survive, bring your A-game to THE BATTLEFIELD.

THE OBJECTIVE OF THE GAME

In The Battlefield, 2 players battle with their army units (cards) on the field/board, building up their attack and defence. The player with the most points by the end of the battle wins the battle, and the player who wins 2 battles first wins the game. Or should it be said they survive?

COMPONENTS

- Battlefield Board
- 2 Army card decks
 - Viking army
 - Maratha army
- 3 plastic pieces to count victories
- One dice.

COMPONENT OVERVIEW

BATTLEFIELD BOARD

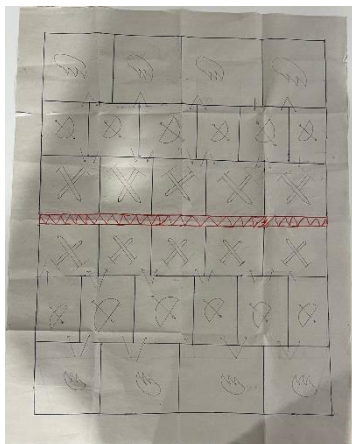


Figure 1 Battlefield board

This battlefield consists of 3 lanes per player with slots. There are 3 types of slots: melee (indicated by crossing swords), ranged (indicated by bow and arrow), and heavy (indicated by canon ball on fire). Cards with a star can be played in any lane. Arrows denote flanking connections.

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VICTORY COUNTER PIECES

These pieces are used to count rounds and represent how many battles each player has won.



Figure 2 Victory counters

DECKS

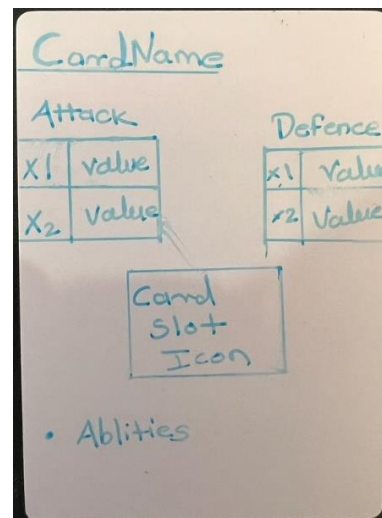


Figure 3 card template/format

Each deck contains 5 types of cards as follows:

- Standard unit cards
 - Melee unit cards
 - Ranged unit cards
 - Heavy unit cards
- Special characters
- Wild cards
 - Weather
 - Disease

STANDARD UNIT CARDS

standard unit cards can only be placed in the slots they belong to, while on the battlefield, they add their attack and defence to the player's score. They can only flank other cards if mentioned, except that they do not have any special property.

SPECIAL CHARACTERS CARDS

these cards have or cancel special effects, or they can multiply attack, defence or both of the cards on one of the players. They

can be used on either your side of the battlefield or the opponent's side.

WILD CARDS

wild cards can be used to add multipliers/effects to your or your opponent's cards. Or the clear effects caused by other wild cards. These effects are divided into weather and disease.

GAME SET UP

1. **Set up the board:** set up the battlefield board in between the players
2. **Select the deck:** Each player selects one army deck to play. Keep the deck on that side of the battlefield.
3. **Place the victory counters:** Place the victory counters in the middle division of the battlefield.
4. **Start playing**

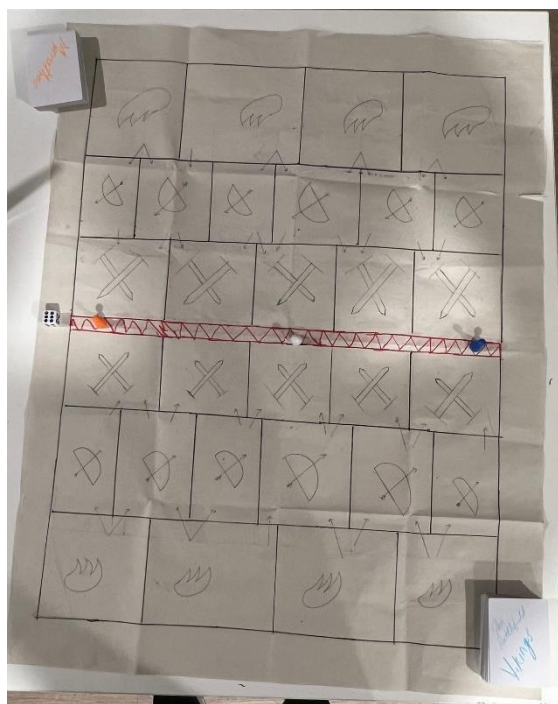


Figure 4 Initial setup

PLAYING THE GAME

This game is played over potentially 3 battles(rounds), each consisting of several turns.

DRAWING CARDS

Each player shuffles their deck and draws 15 random cards from the top. Then without looking at the cards, they have drawn, each player draws 5 cards of their choice from the deck.

TURNS

For the first round, both players roll a die; whoever draws the more goes first. For the subsequent rounds, the player who won the previous round goes first.

Each turn consists of one of the following actions

1. Playing a card
2. Folding

PLAYING A CARD

This action consists of placing a card in the slot on the battlefield. Cards can only be placed in the slots they belong to, which is indicated by icons on both the board and the card.

Wild cards and special characters can be played on either side of the battlefield if they allow.

If the battlefield has no more slots left, then the player can't play a card.

FOLDING

Folding means a player is done for the battle (round) and will not play more cards.

PAIRING CARDS

Two identical cards can be played one on the other in the same slot, and this is called the pairing of the cards. If cards are paired, then the "x2" score will be counted instead of the "x1" score.

FLANKING

A card is said to be flanking another card if it is placed in a connected slot in the lane behind the other card. The arrows indicate the connectivity of the slots on the board.

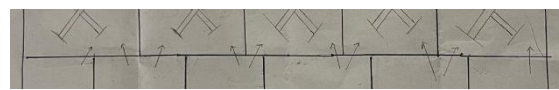


Figure 5 flanking connectivity arrows between the slots

BATTLE CONCLUSION

the battle ends once both players have folded. And the score is counted player with the most score at the end wins the battle.

SCORE COUNTING

The total attack of player one is subtracted from the total defence of player two, and the total attack of player two is subtracted from the total defence of player one. The remaining attack and defence points are added to the players' score each attack point granting 2 points towards the player's final score and each defence point granting 1 point towards the player's final score. And gets a victory counter on their side of the battlefield.

For a slot where there is a single card, then the "x1" score is counted, and if the card is paired, then the "x2" score is counted.

PREPARING THE BATTLEFIELD FOR THE NEXT ROUND

After the battle, all cards on the battlefield are discarded except the cards played on the enemy side. They are flipped over and become inactive but remain in that slot.

Players can't draw any cards between the first two rounds.

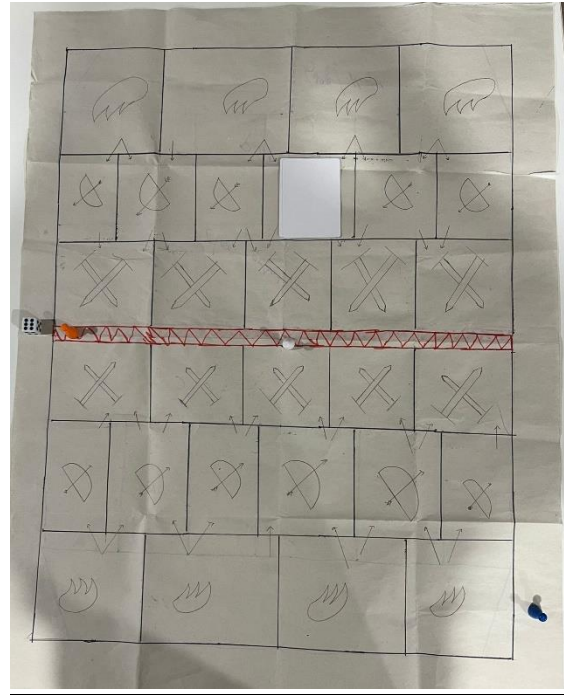


Figure 6 board prepared for the second round with a wild card from the last round deactivated and a victory counter on one of the player's sides.

IF A THIRD ROUND IS NEEDED

If the third round is needed, then players draw 3 random cards from the deck, and the round is played.

WINNING THE GAME

The player who wins 2 battles first wins the game.