

# War Of Ports

## About Game

- It is a strategy based game. It has four oponents. They fight against each other by using their armies to conquer as many cities as possible, which are currently functioning under the East India Company.
- All the cities are on ports and you can travel according to the path you choose.
- Each city has its card and its prominence value is written on it.
- They can also stop other opponents from conquering cities by generating storms in their paths.

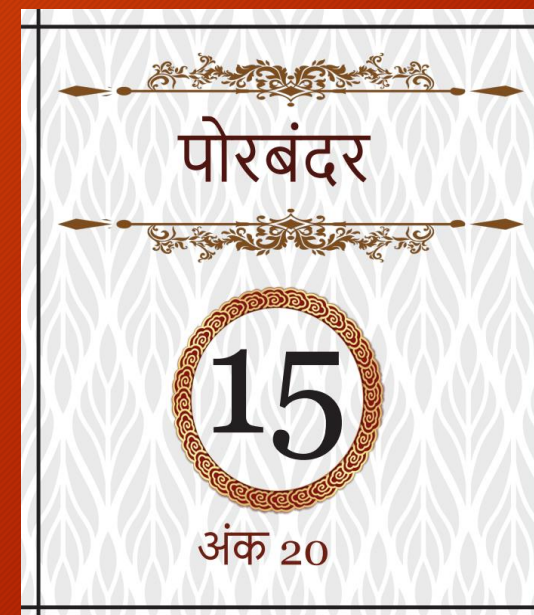
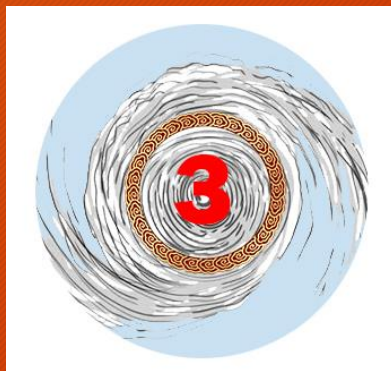


# How to play

- Each player rolls dice one by one and can choose any of the two paths initially.
- While travelling in a path one can create storms in opponents paths.
- If the opponent player gets caught in the storm then that player either has to wait for three round of dice or should pay double the armed forces value which was required to create the storm to not to miss the dice rolling turns.
- If any player runs out of armed forces he/she can request for armed forces from opponents agreeing to their terms and conditions in exchange of a port



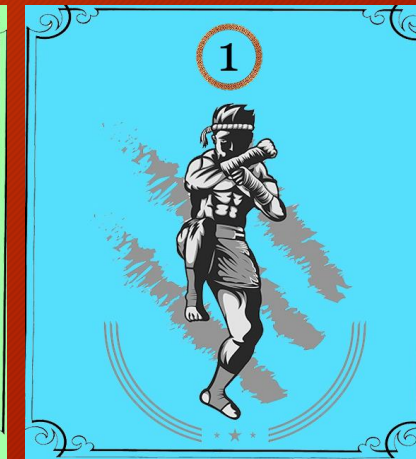
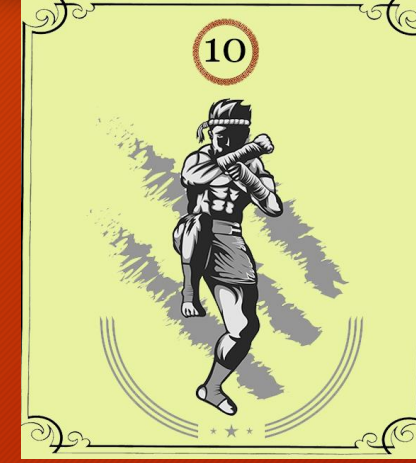
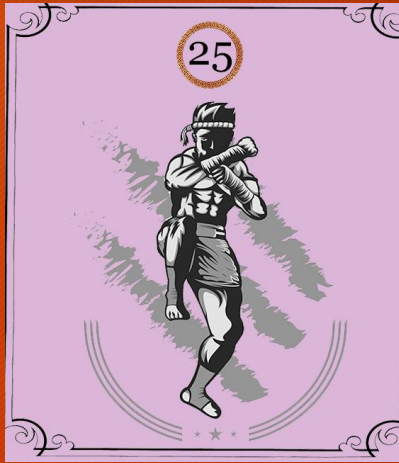
# Different Cards Used In Game





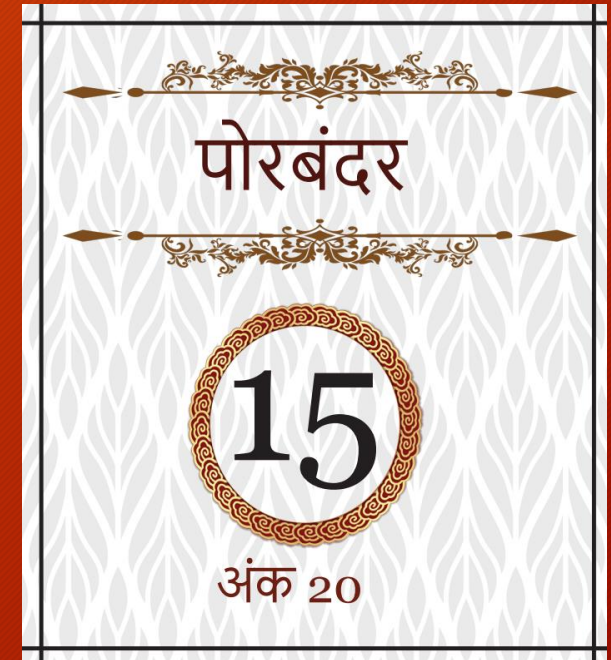
## Cards used in the game

- We have different armed forces card for different quantity of the armies.
- The value written in the circle is the quantity of the armed forces.
- These card are used in the game to conquer the ports which require different value depending on their location and prominence.
- Like ports like Kolkata, Mumbai have more value than others.
- Players can also give their armed forces to their opponents if they cut a deal with them.



## Value of the ports

- Each port on the map will have its own card which shows the value of the port and also the quantity of the armed forces required to conquer that port.
- This card shows us that we need 15 armed forces to conquer this port and we get 20 points if we conquer it and this value adds to our kingdom.
- If players run out of armed forces they can exchange this card with other opponent on your own with your terms and conditions.

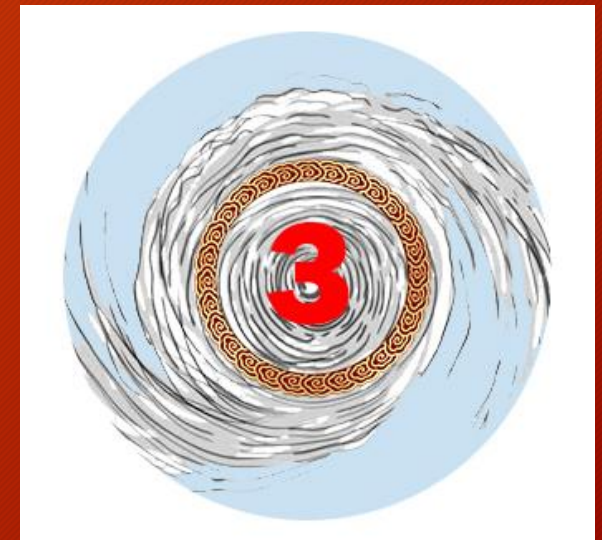




# Storms in paths

- Players can generate storms in paths of by using the storm card which you get at the start of the game along with the armed forces cards.
- If opponent gets caught in the storm then he has two choices
  - 1) To wait for three turns of dice rolling or
  - 2) Give the 6(double the value of the storm) amount of armed forces to the game.

You have to make a wise decision because armed forces are limited and you also can't wait for three turns of dice rolling.



# Indian culture reflected by the Game

- It reflects about the history of India about how we were ruled and it also tells us about various cultures which we have received from different dynasties empires and kingdoms.



# Price

- **Manufacturing** : We need to design the board and cards, print them and boards will be handmade. So, It will be of Approximately 60-80 Rupees, initially.
- **Selling Price**: It will be around 150-200 rupees.



# Thank You

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