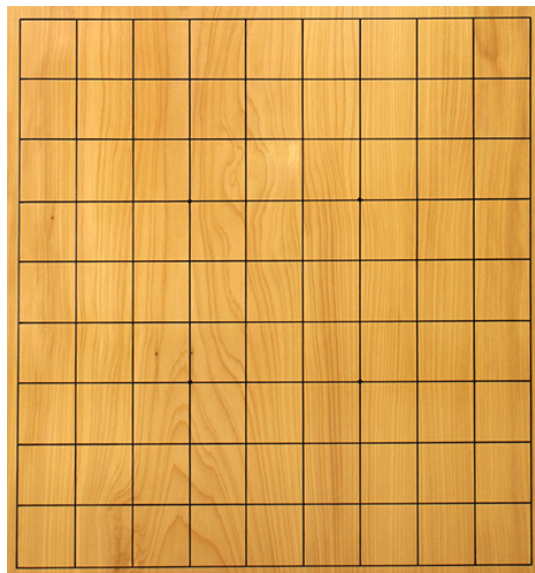# Piece Of Magic

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1) Instant Summary :

Overview :

Piece of magic is a recreational and compétitive board game played between two players like chess where pieces on the board have magical powers and looks like monsters.

Look & feel :

On this 10x10 board, the pawns in 3D printing and they will move by hand.

Plot and setting :

The chess pieces are divided into red and blue sets. Each set consists of 10 pieces: Empress, Archer, Creature, Assassin, Serfs, Transfigured, Virgin.
The game is played on a square board with ten rows and ten columns.
The 100 squares alternate in color and are called light and dark squares.

2) Gameplay :

Interface :

The board can be numbered and alphabetized on these sides.
From 1 to 10 and A to J. Which allows a precise displacement of the
pawns

Development :

 # Character :
-Héraklès : To kill, the enemy must be within his range of movement, or to check kill,
Heracles does not move.
-Ogre : When he eats a coin, he steals his class.
-Dragon : When he eats a coin, return to his start of turn space if it is eaten after his
turn.
-Arachné : Can cross the board on one side to come back on the other, can only do
it horizontally.
-Aphrodite : The opposing player cannot move the first pieces diagonally and in
front of them.
-Meduse : Any part in contact with the jellyfish cannot be played (diagonal
excluded).
-Ratus : Gives +1 point advance to all adjacent ratus.
-Karaba : Can take on the appearance of a dead ally piece in the game if it reaches
the end of the board.
-Pan : Change of box with an ally.
-Phoenix : Comes back to life after 3 turns, if there is a piece in the square, Phoenix
does not come back to life and will remain eliminated until the end of the game.
-Orphée : Cannot be prevented from playing.

Each pawns are linked to a class which influence the basic movement
and placement of the pawns.

 # Control :
We play by all, one after the other

 # Camera :
Physical pawns, a reality view

<u>Walkthrough :</u>

When you start the game, you need to choose which pawns you will use to build your team. Then, the person who will start is the one who will be the first to place all these pawns.
The game ends when you have eaten the Empresses or blocked all enemy movement.

<u>3) USP :</u>

Strategy and endless possibilities await you