History of game.

Game of World Peace, as named in Cantonese “Tin-ha-tai-ping”, was a very popular paper-based game between 1980s and 1990s. The origin of this game are unknown, neither where nor when. Some believe this game came from Chinese students that immigrated and studied in Hong Kong in the past time but we can’t validate this information. This game was commonly played by kids that were about 6 to 12 years old, especially boys. The reasons of its popularity due to its creativity, time-killing potential and player-versus-player game mode. However, with the raising of electronic device, children who still know how this game works or even its existence are rarely seen nowadays. However, for many 80s and 90s adults, this game are the most precious childhood memories.

Rules of original game

There are serval rules in this WAR, beside the rules I listed below, basically we have no restriction. Certainly, when we decide this amusing game in Java, we put a lot of limitation on it, thus, it is viable to play within a decent time.

1. Start with 4 named castle: Tin, Ha, Tai and Ping
2. Objective: destroy every enemies ‘castles
3. Destroy order: creation> shield> flag>castle
4. Only castle has an upper-limit of 4, creation, shield and flag are no upper limit
5. Creation can be anything of your imagination and creativity
6. At least require 2 players, no upper limit
7. Rock paper scissor will use to decide who has the first move
8. Move will either be attack or build
9. Building-move can only create 1 things
10. Attacking-move can only destroy 1 things
11. no time limit
12. Player are not forced to attack enemies’ structure or building defensive structure.