



About the Game

Sliders is a game about escaping the dying planet of Xolo.

The House of Jathum and the House of Norn have been at war with each other for generations. No one remembers what caused the division but they both have the same goal - to get off the planet before its core collapses.

Sliders is an idea to take the immersive nature of storytelling to abstract strategy games. Although typically used in role playing games, storytelling and themes can also bring to life abstract strategy games in a fun and exciting way.

Players and Time

Sliders is a game for 2 players.

Each chapter takes about 20 minutes to play and progresses the story.

If you prefer to play abstract strategy games without the story and theme, feel free to skip reading the chapters.

Components

Story Chapters: Every chapter will continue the narrative and a set of rules that build upon the previous chapter's rules.

Board: The board is a single sheet (8.5 x 11) with a 5x6 grid on it.

Slider tokens: Two sets of 3 pieces in 2 different colors. These represent the vials of fuel. This could be glass gems or pawns.

Path tokens: Two sets of 8 pieces in 2 different colors such that the slider tokens can sit on. Checker pieces or any discs would work well for this.

The token/dice colors do not really matter but green and orange would complement the story.