General Rules:

1. Characters can enter from players side of the board.
2. Characters cannot overlap on the board
3. Characters can move either: up, down, left or right, once they are on the board.
4. To win the player must turn three of their characters into Coloured Pieces which represent their team colour to win the game. This can be done by defeating the other player's Characters.
5. When a character is defeated they will turn into a rock, these will pose as obstacles on the board.
6. Coloured Pieces can move on the board, however they cannot attack. (Hint: You can use Coloured Peices to block your enemies movements).
7. The players must win within 20 turns combined, otherwise they lose the game.

Overview:

Trident wars is a virtual board game where the player must beat the in game AI within 20 turns. The aim of the game is to turn three of your characters into star icons in order the to beat the AI. The player can do this by entering battle with the oppositions characters, if the player's character wins this battle, their character will turn into a Coloured Piece, whereas the loser will turn into a Rock. Rocks pose as on board obstacles which can be used to the player's advantage.

The game begins with player 1 sliding their character across the board from their side. **Please note -** *that the character will slide from one end of the board to the other. Unless obstructed by another character or obstacle.* It is the player's objective to to seek out the enemies character who is weaker to the class they have in play.

For example: if the enemy had a Archer character in play, the play would send out a Warrior Character. Due to the class system in Trident War the Warrior would defeat the Archer. Here is a diagram of the type match ups:
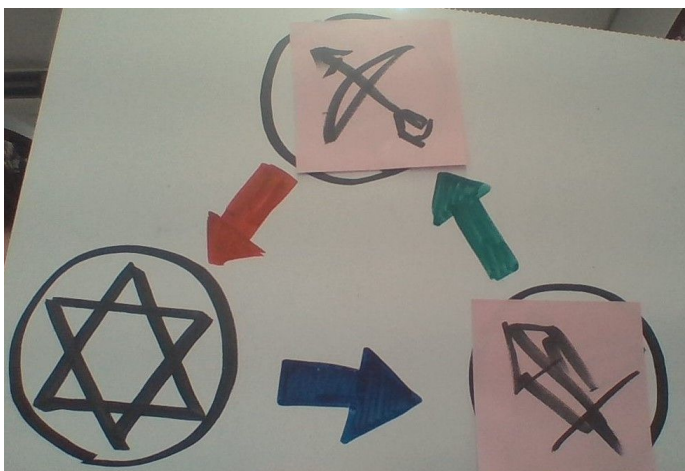
When in play, the Player will initiate battle by sliding their character across the board to the enemies character, this will result in a automatic battle if the character types match up. If the types do not match up, nothing will occur.