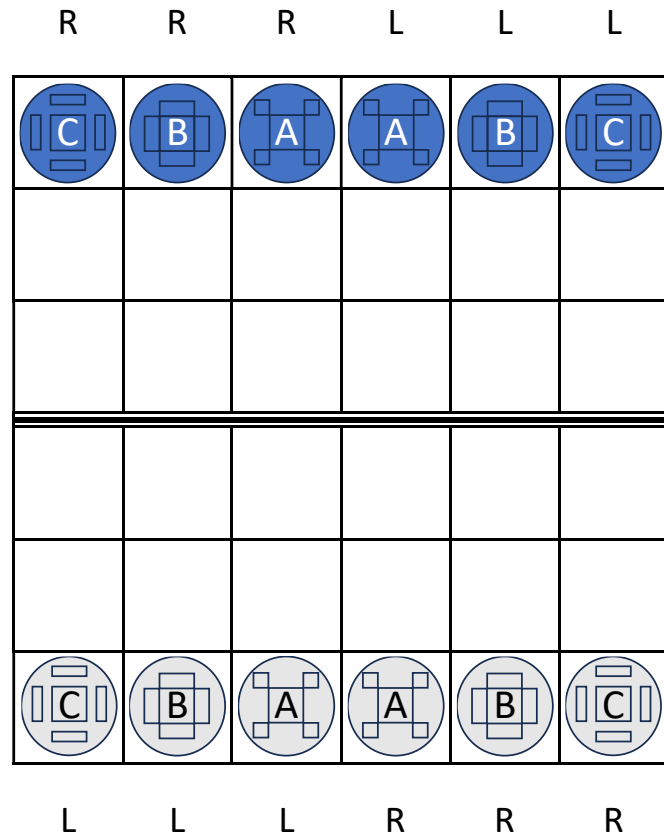


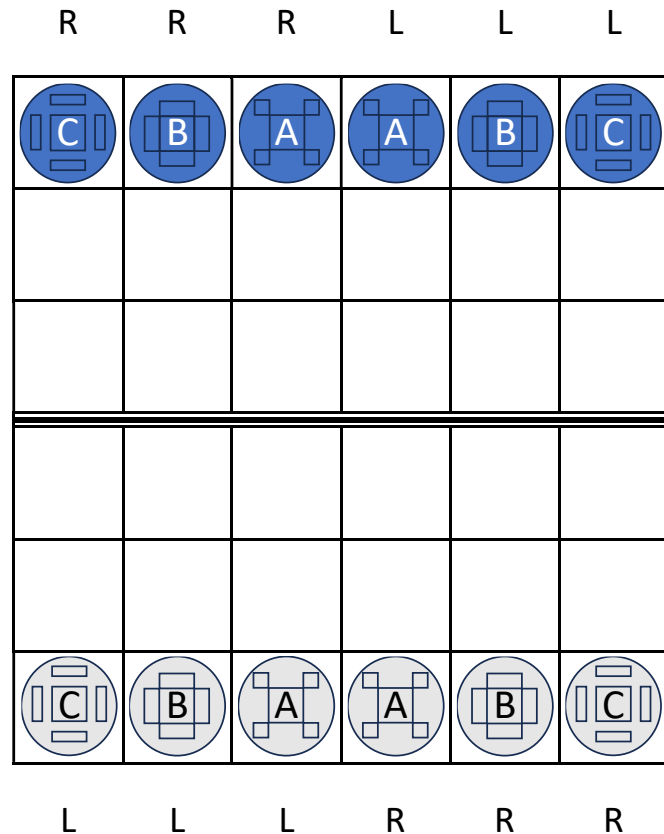
Group Competition: The Tank War



Game Rules

- There are three types of different tanks, and each player has two units of each type.
- Each tank has its fixed track to move and can only move forward (not sideways or diagonally) by one box in each round.
- Each round consists of a moving phase and a firing phase. The moving phase starts first.
- In the moving phase, both players will simultaneously move one and only one tank forward. If any one player has no tank to move, the game ends.
- In the firing phase, all the tanks will simultaneously fire at all enemy tanks in range and destroy them.

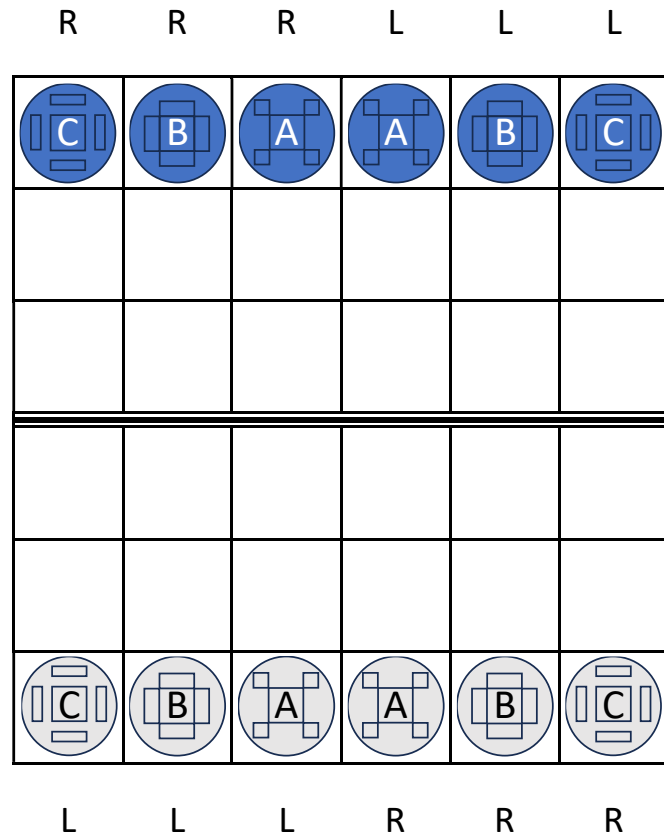
Group Competition: The Tank War



Game Rules

- The “A” tank can attack the neighboring boxes diagonally.
- The “B” tank can attack the neighboring boxes vertically and horizontally.
- The “C” tank can attack vertically and horizontally at a distance of two boxes.
- If two tanks compete to move into the same box, only the player whose territory contains the box can enter and the other player will stay put.
- At the beginning, each player occupies half of the board. Once a tank enters a box, the player occupies the box, even after the tank is destroyed, unless the box is occupied by the opponent again.

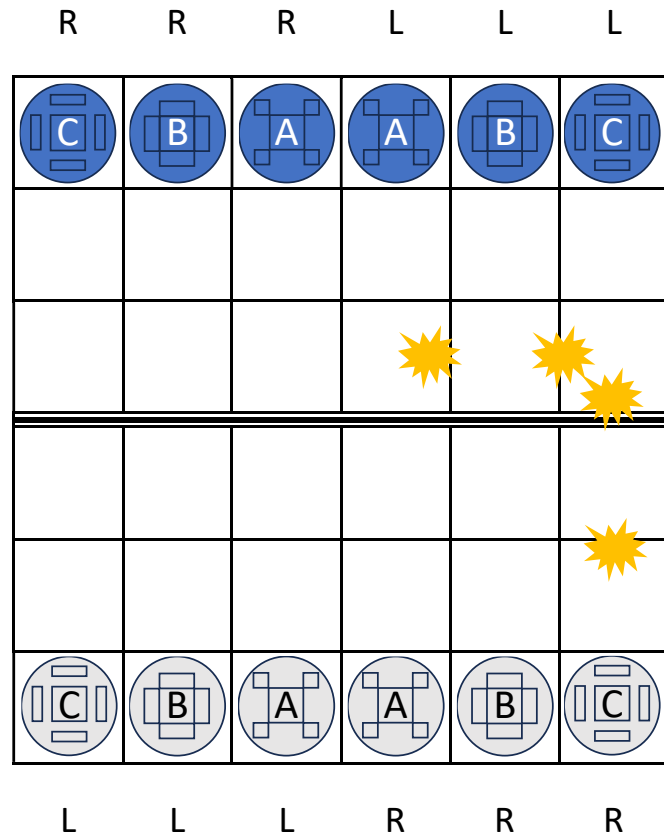
Group Competition: The Tank War



Game Rules

- When the game ends, the player who has more surviving tanks wins.
- If the numbers of surviving tanks are the same, the player who occupies more boxes wins.
- Otherwise, it is a draw.
- Each player has in total 120 seconds to make the decisions. A player loses the game when the time is depleted.

Group Competition: The Tank War



Game Illustration

- Round 1:
 - U: LA; D: RC
 - No firing
- Round 2:
 - U: LC; D: RB
 - No firing
- Round 3:
 - U: RA; D: RB
 - No firing
- Round 4:
 - U: LA; D: RB
 - D's RB destroys U's LA
- Round 5:
 - U: LC; D: RA
 - U's LC destroys D's RB and RC
- ...