RULES OF WAR

Object:

Eliminate all enemy units. When one player’s unit counter reaches 0, the game is over.

How to play:

The game board is divided into 4 quadrants. Each quadrant has 3 or 4 towers. There are 14 towers in total.

Each player starts with a tower of 25 units (red and blue). All other towers are neutral with 5 neutral units in it (white).

On your turn, select a tower that you own, then select any other tower on the board to send units there.

1. Select a tower you own (tower A)
2. Select any other tower on the board (tower B), you will send half of your units from tower A to tower B.
3. If tower B is a friendly tower, you will simply reinforce it. Tower B will gain the units you sent there from tower A.
4. If tower B is a neutral or enemy tower, a battle will begin. The number of attacking units is compared to the number of defending units in the tower. Whichever number is higher wins, and takes/retains control of the tower being attacked. The number of units that now own the tower is equal to the difference between attacking units and defending units.
   1. Example: If Tower J holds 33 red units, and is attacked by 40 blue units, Tower J will become blue, with 7 units in it (40 - 33 = 7).
   2. If the units are tied, both sides will be eliminated, and the tower will become neutral with 0 units.
5. At the start of each player’s turn, each of the towers they own will generate 5 units.
6. Towers can only hold a max of 50 units.
7. Units will take time to arrive at their destination.
   1. If the destination tower is adjacent, units will arrive instantly, any battles will be processed.
   2. If the destination tower is not adjacent, but is in the same quadrant as the departure tower, the units will take 1 turn to arrive. They will arrive at the start of your next turn.
   3. If the destination tower is not adjacent, and is not in the same quadrant, the units will take 2 turns to arrive. They will arrive at the start of not your next turn, but the turn after that.
8. Once units arrive, any battles will be processed and tower numbers adjusted.
9. Towers generate units before any units arrive. This includes adjacent towers. (This will probably change soon).

When a player’s total units reaches 0, the game is over.