

POWER

THE GAME

RULE BOOK



CONTENTS	PAGE
COMPONENTS	I
OBJECT OF THE GAME	I
ELEMENTS OF THE GAME	
THE POWER BATTLEGROUND	I
THE POWER FORCES	2
Movements of the Pieces	2
Power Value: Combat Outcome	3
Expanding Forces: Power Units and Exchanging Pieces	3
PLAYING THE GAME	
PREPARATION	4
Setting up the Game	4
Initial Forces	4
The Official	4
Round Structure	5
PLAYING A ROUND	5
1. Planning Commands	5
2. Implementing Commands	6
3. Resolving Conflicts	7
4. Capturing Pieces	8
5. Collecting Power Units	8
6. Flag Captures	8
MEGA-MISSILE RULES	8
WINNING THE GAME	9
RULES FOR GAMES WITH UNDER 4 PLAYERS	10
Two Player Games	10
Three Player Games	10
Tournaments	11
TIPS, TRAPS AND STRATEGIES	11
Hot Tips	11
Traps to Avoid	12
Strategies	12

**PLAY WISELY
AND ULTIMATE POWER
WILL BE YOURS!**

- To obtain a quick power value of 20 in the first two rounds:

1. Players fly 2 Fighters into 2 different opponents' countries in the first round. This will give them 2 Power Units going into the second round.
2. These 2 Power Units are exchanged in Reserve for one new Infantry which is then moved into their Headquarters.
3. The 3 Infantry are then exchanged for 1 Regiment (20 power value).

Traps to Avoid

Players should try not to make illegal moves. These are some common errors:

- Failure to stop Tanks and Infantry at Islands.
- Exchanging Power Units for pieces in Reserve and then moving them into Headquarters - all in one command! (This counts as two commands).
- Flying Planes over Sea-lanes.
- Writing down incorrect abbreviations on the Command pad. Players should not write "T" for Tank if they wish to move a Heavy Tank (H).
- Players must remember to collect Power Units at the end of a round.

Note: Once a piece is moved from Reserve to Headquarters, players must wait until the next round to move it out into combat. The only exception is a Mega-Missile.

Strategies

- Players should try to be unpredictable.
- One Infantry used wisely in an opponent's Country can be a nuisance and a threat, and once combined with extra forces can be used to capture a Flag.
- Players should know the 'kill squares'. Sectors 4, 6, 7 and 8 in each Country are only 2 moves away from Headquarters. Although Infantry and Regiments only have a maximum of 2 moves, from these Sectors they may capture an opponent's Flag in just one round.
- During the first round, opponents may fly one or two Fighters into other countries to gain Power Units. Because Fighters have a maximum range of 5 Sectors, a player might want to place their pieces (that exceed 10 points) in Sectors 0, 3 or 5. By doing this a player could pick off one or two enemy Fighters.
- The Sea-lanes stretch across a wide area, and although Destroyers and Cruisers can only move one space per round, they typically have the option of making a multitude of moves. For example, if a ship is in Sea-lane S3, a player has up to 6 Sectors and 2 Islands in which to move.
- Players should keep an eye on the timer.
- Players should not take pieces 'out of range' (within 2 moves) of defending their Headquarters. Cruisers and Destroyers are slow-moving, especially if a player needs to get them back in a hurry.

COMPONENTS

192 PLAYING PIECES IN FOUR COLOURS, EACH SET COMPRISING 9 INFANTRY, 6 TANKS, 3 HEAVY TANKS, 6 FIGHTERS, 3 BOMBERS, 6 DESTROYERS, 3 CRUISERS, 1 MEGA-MISSILE, 1 FLAG AND 10 POWER UNITS.

1 PLAYING BOARD

4 RESERVE AREAS

1 THREE MINUTE TIMER

4 COMMAND PADS

4 PENCILS

OBJECT OF THE GAME

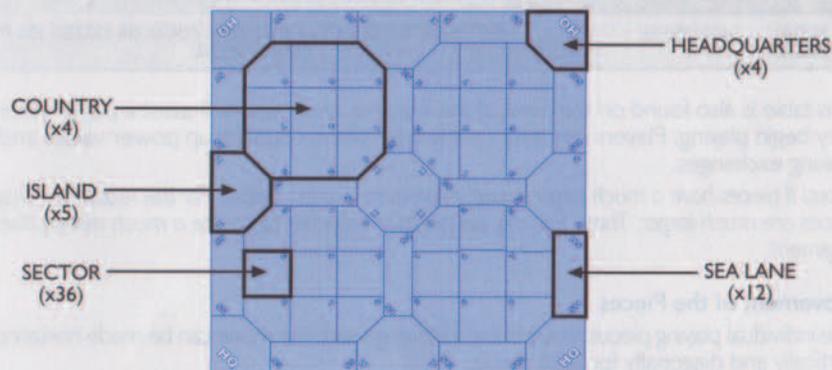
To defeat opponents by capturing their Flags.

Each player is assigned a Country along with the military forces necessary to defend it and to attack opposing Countries. The battle will be divided into distinct rounds of combat, with the entire game lasting two hours or less. For each round all opponents simultaneously prepare their commands during a three minute planning session. Each player writes up to five commands during these planning sessions in order to defend their territory and attack their opponents. The idea is for players to deploy their ground, air and sea forces into their opponent's Countries, overcome any resistance, invade their Headquarters and capture their Flags.

ELEMENTS OF THE GAME

THE POWER BATTLEGROUND

The strategic divisions of the POWER battleground are shown in the diagram below.



Each player will have their own colour country with an adjacent Headquarters. Islands and Sea-lanes, which separate the countries, are neutral zones.

Headquarters (HQ): This is the command post from which a player will launch their attack and defend their Flag.



THE POWER FORCES

Below is a list of the playing pieces. Players start the battle with two of each of the smaller pieces, then exchange them for larger pieces as they gain more power. Power Units are collected one by one to buy more pieces.



To effectively wage war against an opponent a player needs to know the capabilities and value of each piece. Each piece also has its own rules for manoeuvring: it may be confined to the land or the sea, or its travelling distance may be restricted.

The power values and the maximum distance each piece can travel in any one round is shown in this table.

GROUP I PIECES	MAXIMUM MOVES	POWER VALUE	EXCHANGE RATE	GROUP II PIECES	MAXIMUM MOVES	POWER VALUE
INFANTRY	2	2	3 INFANTRY TO MAKE	REGIMENT	2	20
TANK	3	3	3 TANKS TO MAKE	HEAVY TANK	3	30
FIGHTER	5	5	3 FIGHTERS TO MAKE	BOMBER	5	25
DESTROYER	1	10	3 DESTROYERS TO MAKE	CRUISER	1	50
MEGA-MISSILE	1 ANYWHERE	0	ANY VARIATION OF PIECES THAT WILL EQUAL OR EXCEED 100 IN POWER VALUE.			

This table is also found on the front of the Reserve areas, and will assist a player when they begin playing. Players can refer to this table when counting up power values and making exchanges.

Group II pieces have a much larger power value than Group I pieces. For this reason the playing pieces are much larger. Three Infantry pieces snap together to create a much more powerful Regiment.

Movement of the Pieces

The individual playing pieces move in the following ways: the move can be made horizontally, vertically and diagonally for each piece.

Infantry and Regiments: Infantry are single soldiers; a Regiment is a group of three single soldiers snapped together. These troops can move up to **two Sectors** or less in any one round through Sectors containing land or coastline. They are prevented from travelling across Sea-lanes



- Players can deliberately move a mercenary piece so that their forces can capture it. The player who perfects this skill will have the advantage for the remainder of the battle.
- If all the mercenary pieces have been captured but the Flag is still standing, each player occupying a Sector in the mercenary Country receives a Power Unit.
- When players capture mercenary pieces, they follow the same procedure used when capturing any opponent's pieces.
- When the mercenary force captures pieces or wins Power Units, they should be placed in the mercenary Reserve area.
- If a player captures the mercenary Flag, the mercenary Country is eliminated from combat, and that player takes possession of all the mercenary's remaining pieces and Power Units. These pieces are exchanged for the victor's own colour and are placed in their Reserve area.
- To win, a player must capture both of their opponent's Flags.

Tournaments

- A two-hour time limit is set, so players must be certain that the starting time is recorded on the back of their Command pads. If the two-hour time period ends in the middle of a round, players finish the round before determining the final outcome. The official must announce, "Final round" at the beginning of the last round. All the Command pads are passed to the current official for execution.

TIPS, TRAPS AND STRATEGIES

Hot Tips

- Players should try to obtain as many Power Units as possible within the first few rounds. Although this requires patience, skill and luck, a player will quickly have enough power to exchange Group I pieces for much more powerful Group II pieces.
- If a player obtains a Bomber quickly they should have the opportunity of picking off a couple of 'sitting ducks', such as two Destroyers that an opponent is afraid of moving out of their Headquarters.
- Although Destroyers (power value 10) can be very useful in defending a Headquarters, players have the option of using them in an invasion force, or as an escort for troops crossing Islands.
- Even though a player needs an Infantry or Regiment to capture an opponent's Flag, they can still do a lot of damage without them. For example, if an opponent has two Tanks and a Destroyer (power value 16) sitting in their Headquarters, and a player attacks with a Bomber (power value 25) they capture all these pieces - as well as preventing them from bringing more forces out from their Reserve area. Players should look out for poorly defended HQ's!

RULES FOR GAMES WITH UNDER 4 PLAYERS

Two Player Games

- Each player controls two adjacent countries and two complete sets of pieces.
- Players have 6 minutes to plan their strategy. Once the first 3 minutes are up, the official turns the timer over a second time and announces, "Half time".
- Players are allowed to implement ten commands per round, five for each army that they control in each of their two Countries.
- Players can combine pieces from each of their armies to capture a particular Sector - they count the power value of both of their coloured pieces in that Sector to determine the winner of the conflict. After each conflict, both forces of the victor remain in the Sector.
- Although players can combine both sets of pieces in a Sector for battles, **they cannot use different coloured pieces in exchanging and upgrading.** For example, they cannot combine two red Tanks and one yellow Tank to form one red Heavy Tank.
- Captured pieces go into the Reserve area of the Country that won the conflict. Players cannot switch pieces from one Country to another. If they have an equal power value from each of their countries in a Sector that they have captured from their opponent, they can choose which Country will receive the conquered forces. They cannot split the conquered forces between their two countries.
- One Power Unit is earned for pieces that occupy an **enemy** Country at the end of the round. If a player has a piece from their two different coloured armies in the same enemy Country, the player will get a Power Unit for each. These Power Units must be placed in the correct colour Reserve area as they cannot be combined. The maximum Power Units that can be earned in one round is two per colour.
- To win, a player must capture both of their opponent's Flags.

Three Player Games

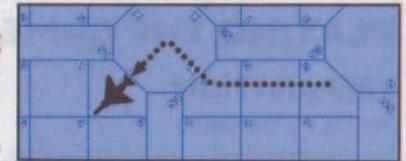
- Each player receives one Country and controls one armed force. The fourth Country and armed force is considered **MERCENARY**. The mercenary force can be directed by any of the three players.
- Any opponent can move any mercenary piece. If two or more opponents try to move the same piece during the same round, the moves cancel each other out and the piece stays where it is. If, however, the players move the same piece to the same Sector, the command is carried out. If there are more than one of the same **type** of piece in the same Sector and two players try to move them, then the commands are carried out. However, if three players try to move the same two pieces all commands are cancelled and the pieces stay where they are.
- Players can devote as many of their five commands as they wish to moving and exchanging the mercenary forces.

and must use the Islands to move from one Country to another.

Tanks and Heavy Tanks: Tanks move much like the Infantry and Regiments, but can move up to **three Sectors** or less per round in areas containing land or coastline. They are prevented from travelling across Sea-lanes and must use the Islands to move from one Country to another.

POWER WARNING: Infantry, Regiments, Tanks and Heavy Tanks may not enter and exit an Island or Headquarters on the same round. Even if a player moves one Sector to enter the Island or Headquarters, they must still wait until the next round before they can leave it.

Fighters and Bombers: Fighters and Bombers (Planes) can move up to **five Sectors** or less during one round. They can fly over the Islands without stopping, but the Island still counts as one move. They are prevented from travelling across Sea-lanes and must use the Islands to move from one Country to another.



Cruisers and Destroyers: Cruisers and Destroyers can move only **one Sector** during a round. They are restricted to Sectors containing water and coastline, so they cannot cut diagonally across Sectors containing only land. The centre Sectors of each Country (Sector 4) are the only areas that cannot be reached by Cruisers or Destroyers.

Mega-Missiles: These are very special pieces which are fully explained on page 8.

Illegal Moves

Players must remember each piece's own set of capabilities and restrictions, because making an illegal move costs dearly. If a player makes a mistake, they cannot replace an illegal move by a legal one.

Power Value: Combat Outcome

Players use the assigned power values to judge the strength of each piece and then to use it most effectively. The outcome of each battle is determined at the end of every round, by adding up the total power value in a Sector for each opponent. The opponent with the most power in that Sector wins the battle. For example: a Tank has a power value of 3 while a Destroyer has a power value of 10. Therefore, if a single Tank and a single Destroyer engage in battle in the same Sector at the end of a round, the Destroyer wins. The victor will then exchange the captured pieces for the same pieces in their own colour and place them in their own Reserve area.

Expanding Forces

Power Units: Power Units acquired during a game can be used to expand forces. One Power Unit is earned when a player's piece occupies any Sector in one of their opponent's Countries at the end of a round. These Power Units are placed in the player's Reserve area. **The cost of each piece in Power Units is equal to its power value.** A player can exchange two Power Units for a new Infantry, three Power Units for a new Tank, five Power Units for a new Fighter or 10 Power Units for a new Destroyer.

Exchanging Pieces: Players can also exchange **three** smaller pieces within the same Sector for one larger piece **of the same type**: players **cannot** exchange three Tanks for a Cruiser, or two Fighters for a Destroyer. A player **can** exchange three Infantry for a Regiment, three Tanks for a Heavy Tank, three Fighters for a Bomber or three Destroyers for a Cruiser. **The three pieces must be in the same Sector at the time of exchange.** Exchanging pieces counts as one command.

POWER SECRET: Exchanging three smaller pieces for a larger piece greatly increases a player's overall power. By exchanging three Tanks for one Heavy Tank a player goes from a combined power of 9 to a power value of 30. This allows a player to move greater levels of power with a single command.

PLAYING THE GAME

PREPARATION

Setting up the Game

The playing board is placed in the centre of a table within reach of all players.

The two matching coloured stickers are carefully placed on each of the Reserve areas as shown below.



It is time to begin the battle. It is assumed that there are four players. The special rules for two or three player games are handled on pages 10 & 11.

Players begin by selecting their Headquarters, a matching coloured set of playing pieces, a Reserve area, a Command pad and a pencil.

A quick reference table appears on the Reserve area to remind players of the moves and power values for each piece of equipment.

Initial Forces

Players place the following pieces in their Headquarters:

- | | |
|---|------------------------------|
| 1 Flag (clipped onto the edge of the board) | 2 Infantry (single soldiers) |
| 2 Tanks (small tanks) | 2 Fighters (small planes) |
| 2 Destroyers (small ships) | |

The Official

One player is selected to be the first official. This role rotates clockwise to a new player with each round. The primary duty of the first official is to record the starting time of the

placed there as a command prior to exchanging pieces for the Mega-Missile. The combined power value of the pieces and/or Power Units that are being exchanged must equal or exceed 100. For example, a player could exchange one Cruiser (with a power value of 50), one Heavy Tank (with a power value of 30) and one Regiment (with a power value of 20) for a Mega-Missile. If the power value is greater than 100, the player simply loses the extra power in the exchange. Players may create as many Mega-Missiles as they wish during the course of the game.

- A Mega-Missile can be launched to any sector on the battleground including Headquarters, Reserve areas and even to the sector from which they were launched.
- Mega-Missiles can be created and launched in one round, but this counts as two commands.
- When a Mega-Missile is launched to any Sector, including the Reserve areas, **all** the forces in that Sector are destroyed. All pieces that were in the Sector are removed from the board entirely and the Sector becomes unoccupied. **If the Sector is a Headquarters, the Flag remains standing in the Sector in spite of the Mega-Missile attack and is not captured. The Mega-Missile is itself destroyed and cannot be re-used.**
- A Mega-Missile only has power when it is launched, it has no defensive value. If a player has a Mega-Missile sitting in a Sector and one of their opponents attacks that Sector, the normal rules for battle and power value apply.
- Mega-Missiles cannot be moved (unless they are captured); they can only be launched.
- Captured Mega-Missiles are placed in the victor's Reserve area, and then can only be launched from there.
- If opposing Mega-Missiles are launched into the same Sector, they are both destroyed - along with all other forces in the Sector.
- Mega-Missiles have two special rules applying to the Reserve areas:
 1. A Mega-Missile can be created and launched from a Reserve area to any Sector on the board, all in one round.
 2. A Mega-Missile can be launched into an opponent's Reserve area destroying all the pieces and Power Units there.

WINNING THE GAME

The winner is the first player to defeat all their opponents by capturing their Flags.

If the two hour time limit expires the player who has the highest power value wins. The total is derived by adding the power values of each piece and Power Units in all Sectors, including Reserve. In the unusual event of the total power value of more than one player being the same, the player with the most Flags wins.

The five commands on a Command pad for a given round might look like this:

Piece	From	To	
D	S12	WI	= move Destroyer from Sea lane 12 to West Island.
T	Y4	XI	= move Tank from Yellow 4 to X Island.
T	B2	B1	= move second Tank from Blue 2 to Blue 1.
B	Y4	B0	= move Bomber from Yellow 4 to Blue 0.
2P	XRV	I	= exchange 2 Power Units in Reserve for one Infantry.

Command Rules

Whilst planning commands, there are certain rules to follow:

- Players are required to implement at least one command during each round. If they fail to make a move or exchange, they must forfeit one Power Unit. If they do not have a Power Unit, they must exchange their piece which has the lowest power value (from anywhere on the battleground/Reserve) for the equivalent Power Units. The forfeited Power Unit is removed from the battleground, and the extra Power Units are placed in Reserve. In the event that the piece with the lowest power value is either a Regiment, Bomber, Heavy Tank or Cruiser, players must exchange it for two smaller pieces plus the Power Units for the third piece. The one Power Unit is removed and the remaining two pieces and Power Units are placed in their Reserve area.
- Players can have more than one of their pieces occupying the same Sector.
- Pieces **cannot** be moved more than once during a single round. For instance, if a player moves a Cruiser from NI to S1, they cannot move the same Cruiser from S1 to XI during the same round.
- Pieces **can** be moved and then exchanged during the same round (this counts as two commands). For example, a player can move a Fighter from one Sector into another Sector (one command) that already contains two of their Fighters and then exchange the three of them for a Bomber (second command). **However, they cannot move the Bomber until the next round.**
- Pieces in Reserve can move once in any one round and only to Headquarters. They can be exchanged in Reserve and then moved to Headquarters which counts as two commands. **Pieces cannot be exchanged and then moved unless they are in Reserve. Pieces cannot move back into Reserve.**
- Pieces in Reserve can be exchanged more than once during a round. For example, a player could exchange two Power Units for an Infantry (first command), and then exchange that same Infantry along with two others for a Regiment (second command).
- When the official says, "Stop", all players must immediately stop writing their commands and lay down their Command pads. Players can only implement written commands.

2. Implementing Commands

- Starting with the official and then going clockwise, everyone must place their Command pads in full view and read their commands aloud. As each player reads their commands, they make the corresponding moves and exchanges with the pieces on the board.

- All players are required to show their written commands upon request.
- Commands should be read in order from top to bottom, because one command will often affect others following it.
- Illegal commands are cancelled. For example, if a player attempts to move one of their Tanks four Sectors (a Tank can only move a maximum of three Sectors), the Tank must remain in the original Sector and they lose that command.
- If all five of a player's commands turn out to be illegal (or they have not moved at all), they lose a Power Unit. If they have no Power Units, their smallest piece is broken down into Power Units and the penalty is paid.

3. Resolving Conflicts

Battle Outcome: Conflicts can be resolved only after all the players have moved and exchanged their pieces. Any Sector (including Headquarters), occupied by more than one opponent has a conflict that needs to be resolved.

- When more than one player occupies the same Sector, they each add up the power value of their pieces occupying the Sector. The player with the highest total power value wins the battle and captures all the opposing pieces. The victor trades the captured pieces for identical pieces of their own colour and then places them in their Reserve area - these pieces are now part of their armed forces.

Resolving ties: Players always have to resolve ties before other battles.

- If opponents on a Sector are 'tied' (their pieces on the Sector have the same power value) these pieces must retreat to the Sector from which they originated - this is called a **bounce**. Pieces that were already in the Sector before the current round do not retreat; they remain unaffected in the tied Sector.
- If pieces retreat to a Sector that is already occupied by another player, the conflict is resolved following the standard rules for conflict resolution (i.e. ruthlessly - the highest power value wins).
- Pieces can only retreat once during a round. If a piece retreats to its original Sector and a new tie exists, the opponent's piece must retreat.
- If there are three players involved in a conflict and the **two with the highest power values are tied**, these two players retreat and the third player with the lowest power value remains unaffected in the Sector. If the **two players with the lowest power values are tied**, the third player with the highest power value captures all pieces from these tied players.
- If there are four players in a Sector and the two players with the highest power values are tied, they retreat and the remaining two battle it out. If they are tied, they also retreat.

POWER TIP: Players may wish to move a powerful piece like a Bomber into an opponents' Headquarters to prevent them from bringing in pieces from Reserve - this is called a **blockade**.

4. Capturing Pieces

After a battle, the captured pieces of defeated opponents go to the victor. Captured pieces are removed from the Sector, converted to the victor's own colour and placed in their Reserve area.

5. Collecting Power Units

When all conflicts have been resolved it is time to distribute Power Units.

- Players receive one Power Unit for each opponent's Country that they have pieces in at the end of the round. **They only receive one Power Unit per Country regardless of how many Sectors they may occupy, or how many pieces they have in the Country.**
- Players do not receive a Power Unit for occupying their own Country.
- The maximum number of Power Units that a player can receive in a single round is **three**.
- Players do not receive a Power Unit for occupying a Country without a Flag. Once a Country's Flag has been captured, it becomes neutral territory.
- Players **do not** receive a Power Unit for occupying an Island or a Sea lane.
- Power Units are kept in a player's Reserve area until they are exchanged for Group I pieces.

6. Flag Captures

Resolving captured Flags occurs after **all** other conflicts have been resolved and **after** the distribution of Power Units. A Flag is captured when at least one piece from the attacker's Infantry or Regiment occupies the Sector in which the defender's Flag is situated (i.e. their Headquarters) and the power value of the combined attacking force is greater than the defender's force. The captured Flag is then placed in the victor's own Headquarters. The victor also takes possession of all of their opponent's military force and Power Units, which are converted to their colour and placed in their Reserve area. The opponent is permanently eliminated from combat and is therefore out of the game.

Players cannot capture the Flag unless they have an Infantry or Regiment amongst their attacking forces.

Starting the Next Round

As soon as all conflicts have been resolved, the next round can begin. The timer is passed to the player to the left of the last official, and they become the new official.

MEGA-MISSILE RULES

Players can exchange any **combination** of existing pieces and/or Power Units to create a Mega-Missile. The pieces must all be located in the same Sector before a player can make the exchange. They can either be in a Sector at the beginning of the round or can be

battle. The entire battle will last **two hours or less**.

The official is also in charge of the three minute timer. This controls the length of time players have to plan their strategy for each round. To start the planning session, the official should say, "One, Two, Three", and then if nobody objects, "Go", whilst at the same time turning over the timer to start the countdown. If a player has not taken their Power Units by the time the official says, "Go", they are lost.

Note: The official is responsible for speeding up the resolution of conflicts - time is often wasted by players who drag out command implementation to the detriment of the other players.

POWER SECRET: If someone calls a time-out, the official should turn the timer on its side to 'stop the clock'. Each player is allowed one time-out per game. Each time-out may not exceed 3 minutes.

Round Structure

A battle will be divided into distinct rounds.

A round is divided into six stages:

1. Planning Commands
2. Implementing Commands
3. Resolving Conflicts
4. Capturing Pieces
5. Collecting Power Units
6. Flag Captures

PLAYING A ROUND

1. Planning Commands

During this stage (which lasts 3 minutes), players are allowed to implement up to five commands. Players can use fewer commands if they choose, but they must implement at least one command. Commands will fall into two basic categories: either moving pieces from one Sector to another or exchanging smaller pieces and/or Power Units for larger pieces.

POWER SECRET: It is sometimes advantageous to move a piece less than the maximum number of spaces to outwit opponents.

During the three minute planning period players cannot engage in any conversation that might influence opponents - no verbal intimidation is allowed! Players must remain quiet until everyone has finished planning their moves and exchanges, or until the three minutes are up. To make writing commands easier and faster, players use the following abbreviations:

I = Infantry	R = Regiment	Y0 = Yellow Sector 0
T = Tank	H = Heavy Tank	B2 = Blue Sector 2
F = Fighter	B = Bomber	XI = X Island
D = Destroyer	C = Cruiser	WI = West Island
M = Mega-Missile	P = Power Unit	S4 = Sea Lane 4
X = Exchange	HQ = Headquarters	RV = Reserve

These abbreviations appear at the bottom of each Command pad.