

ANGEL WARS BOARD GAME

A Pathways Series Game

RULES
AGES: 7 and up
AVG. PLAYTIME: 20 min.
PLAYERS: 2

OBJECT

The object of the game is to be the first player to get all of your pieces to the corresponding opposite side of the board.

EQUIPMENT

Game board, 64 tiles, 6 guardian angels, 6 messenger angels 6 demons, one "die" (0-1-1-2-2-3)

SUMMARY OF PLAY

The game starts with board set up in checkerboard design. One player controls the 6 guardian angels, the other player controls the 6 demons (or the 6 messenger angels if you prefer not to play with the demons). Each player has 3 blue playing pieces and 3 orange playing pieces. (angels/demons) Players take turns moving, following the rules of movement, until one player has successfully moved all of his/her pieces to the opposite sides of the board. This person is declared the winner.

SETTING UP THE BOARD

1. Arrange the tiles in checkerboard design. (orange/blue, orange/blue)
2. Each player chooses two sides and places three of his pieces on the corresponding color tiles on one side and three on the second side along the outside row of tiles. The other player does the same using the opposite two sides. Orange angels should be opposite blue demons, blue angels opposite orange demons.

3. Make certain that the orange pieces start on orange tiles and the blue pieces start on blue tiles. No piece may begin the game in a corner (see back of box).

RULES OF MOVEMENT

1. One movement consists of either moving a piece or flipping a tile. Each player is allowed two movements per turn (unless the 2nd method of play is used). Possible variations of movement in a single turn include: flip two tiles; flip one tile and move one piece; move one piece two directions; or move two pieces in different directions.
2. No diagonal movements are allowed.
3. A piece may only move on tiles of it's own color.
4. When moving a piece, you may move in a straight line as many spaces as there are consecutive color tiles of the corresponding color of the piece being moved.
5. A piece does not have to move all the spaces available in a direct path. This strategy can be useful when blocking your opponent's movements.
6. A piece may also travel backwards or sideways on the board, but only one direction per movement.
7. Two pieces may not occupy the same space or jump over each other.
8. Any tile flipped by a player MAY NOT be reflipped by the other player on his next immediate turn.



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METHODS OF PLAY

There are two choices for methods of play:

1. **Strategy Only** In this method of play, players alternately take two movements each, strategically placing their pieces to block their opponent, while attempting to move their own pieces to the opposite side of the board. The first player to successfully get all six of their pieces across the board, to their respective opposite sides, wins.
2. **Strategy/Chance** With this method of play, each player rolls the die each turn to determine how many "movements" to take. Since the die is numbered with one "0", two "1"s, two "2"s, and one "3", both strategy and chance are involved, along with an element of hope and surprise. Once again, the winner is determined by the first player to successfully move his six pieces to their respective "opposite" sides.

* Although this is primarily a two player game, either method may be used to include four players, each controlling a side.

*Game Design: Sharon Pierce McCullough and Randall S. Pierce
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ANGEL WARS ON THE WEB

Angel Wars the Board Game is based on the hit animated series, Angel Wars Guardian Force. To learn more about the series be sure to visit the official Angel Wars website at WWW.ANGELWARS.COM.

ALSO AVAILABLE

Angel Wars Toys, DVD's, apparel, games and more at WWW.STORE.ANGEWARS.COM

