

P.O.W.E.R.®

www.PowerTheGame.com
please see our DEMO page for a moving tutorial

Debuted at GAMA, March 2012
please find our booth at the Origins Game Fair

A DECK-BUILDING TACTICAL CARD GAME "where cards are pieces with movement and range"

PORTABLE: POWER® is a card game played on a *Battlefield*, a 4x8 grid where unit cards are used as game pieces with movement and range as they engage in combat and advance towards the opponent's Headquarters to victory. No board or mat is necessary to play, just your P.O.W.E.R. - Packs Of War Each Rank.

SCALABLE: 5 GAMES IN 1!! Earn your stripes as you ascend in level of experience and POWER®, starting at the Private Rank game all the way to Master Sergeant Rank - each Game Rank offering new ways to choose your cards and compete. Several expansion packs are already designed and ready for print!



REPLAYABLE: Instead of a hand of cards, units come into play after being flipped faceup and waiting a certain number of turns in a *Build Queue* (BQ), think of an assembly line of four stacks of cards manufacturing forces. The way players manage their BQ greatly affects what units come out and when, which then affects their opponent's decisions in *their* BQ. We are very proud of this innovation and how many strategies arise when deck-building.

A.S.A.P.: As SIMPLE As Possible! No rulers, no protractors, no terrain constraints (yet) - just a 6-way rock-paper-scissor mechanic and the BQ is all the complexity it needs to appeal to all gamers.

BattleMats (optional)



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