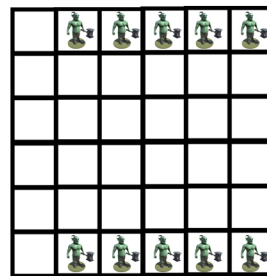


This is the playing field



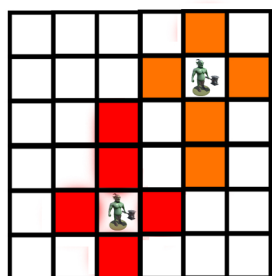
This is an example unit



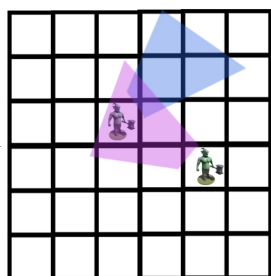
Opponent Units

Your Units

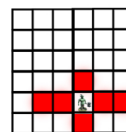
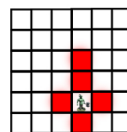
You and an opponent both control 5 different units



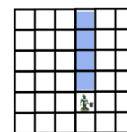
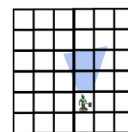
Units' Movement Pattern



Units' Free-flow Attack Pattern



Movement Pattern Ex's

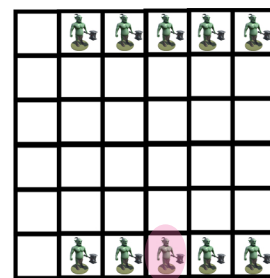
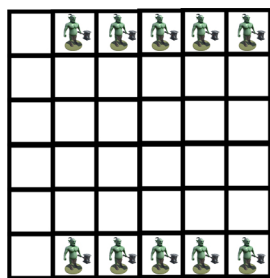


Attack Pattern Ex's

Players take their turns simultaneously, choosing one unit to move and attack. Once a unit has taken a turn, it can't move or attack until the next round. A round ends once all 5 units have gone through a turn.

Each unit has different movement and attack patterns.

Shield Cheat



Players also have access to 3 "cheats" per round. These are randomly chosen from a pool of 12 cheats. There are 7 universal cheats, and each different unit has their own cheat.

When a cheat is used, it is discarded. At the start of each new round, a player obtains 3 new cheats and discard any old ones.