

COMMANDER DECK



ONE VS ONE SPACE BATTLE CARD GAME OF WAR

DESCRIPTION

Commander Deck incorporates a **REVOLVE** card mechanic with the vintage WAR card game creating a **FRESH** visualization of progress that a gamer can relate to and enjoy.



2 player



Age: 6+



5-20 min

CONTENTS

54 CARDS

(40 faction cards)

(8 shield/damage cards)

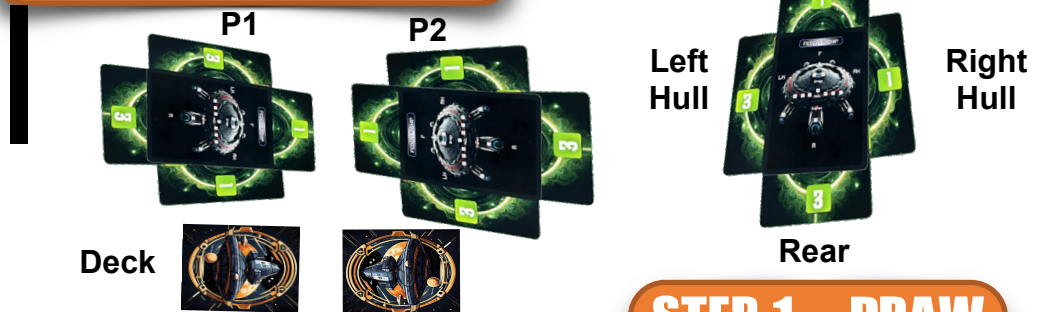
(4 hit location cards)

(2 ship cards)

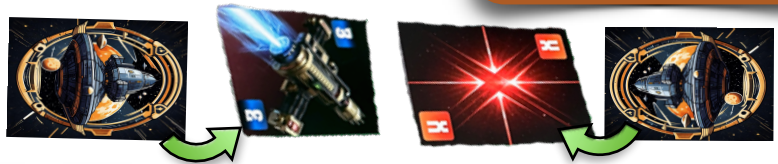
1 rule book

Also available:
Gladiator theme

SIMPLE SETUP



STEP 1 - DRAW



STEP 2 - DAMAGE



$$3 - 0 = 3 \text{ damage}$$

STEP 3 - DESTROY

If the Revolved ever shows a "*" on any side...



BOOM!

Game Over!

Other projects: Co-designing with Rikki Tahta of COUP fame, Tabletop News Launch & EverythingBoardGames.com

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