

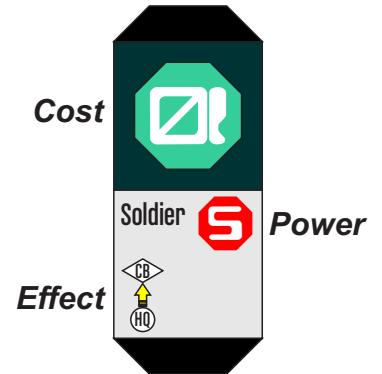
CROSSROADS: WAVEPOINT

Game elements for 2 players

- 35 Units
 - * 15 Normal Soldiers
 - * 10 Special Units
 - * 10 Battle Dogs
- 3d20 (20 faced dices x3)
- 1 BattleBoard
- 2 Medium Shuffle bags (a bag that allows mixing pieces inside)
- 1 Big Shuffle bag

Units

- They are a vertical standing figure or card, in one side it shows the card attributes, in the other (back) shows only a number representing his buying cost.
- This pieces are mixed inside the shuffle bags, so the shuffle bags must be big enough to allow them to scramble inside.



Game Rules

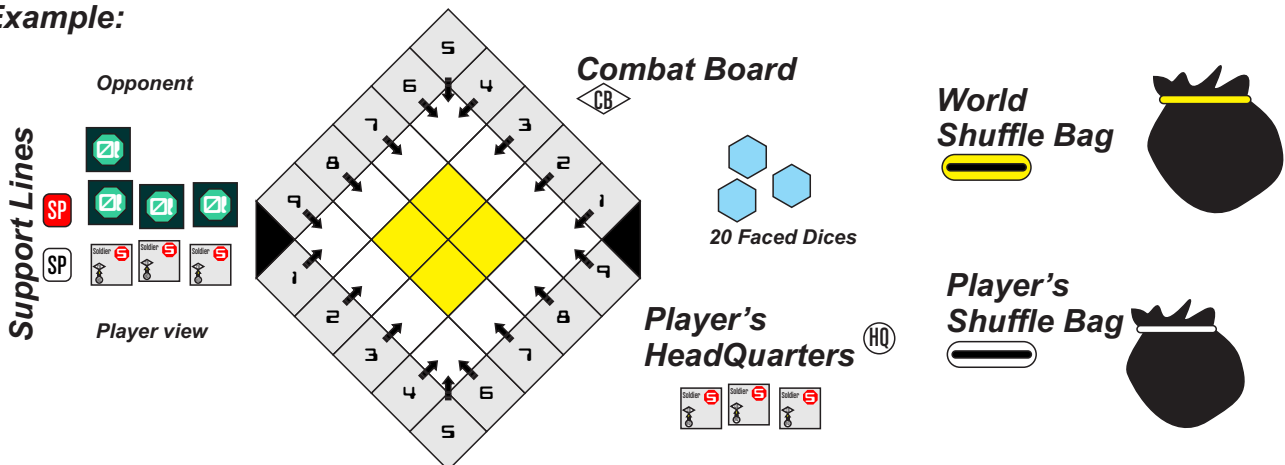
Preparations

- Each player receives 3 Normal Soldiers and 2 Battle Dogs.
- Each player place their Units in their own shuffle bag.
- The rest is put inside the big shuffle bag and mixed.
- The first player is decided by throwing a dice.

Game Table

Place the Battle Board and let a space of 3 soldier pieces to its left for their Support line.

Example:

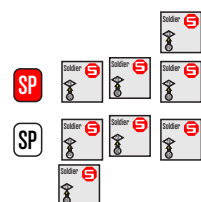


Game On

The game is divided in Rounds, each round have 3 phases:

* Phase 1 Support fill

Each player receives 1 random soldier piece from the World shuffle bag for each support line from the left to the right of each player.



* Phase 2 Headquarters fill

Each player takes a random piece form their own shuffle bags and place it in HeadQuarters, if the