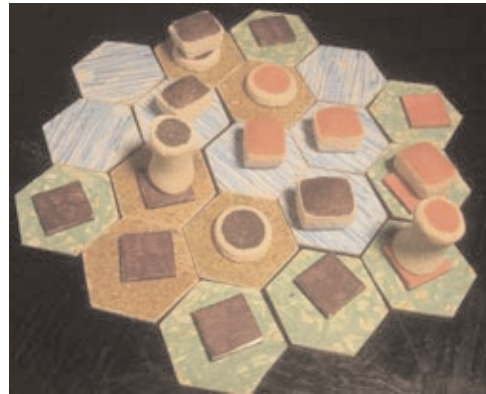


GAME OF 5 FIELDS

Concept of the game

This game was initially designed as a version of Chess at a strategic scale. Chess is an abstract representation of a battle in the antiquity. The troops fighting on the first line were farmers with minimum training, only able to perform basic manoeuvre (Pawns). Then on the second line there were the elite troops with the chariots, fast but who could mainly attack on a straight line (Rooks), the cavalry which goal was to surround the enemy (Knights), and the King's Guard made of the finest skilled soldiers (Bishops and the Queen). The battle was won with the killing or capturing of the enemy General (check-mate).

Our goal here was to use the same kind of abstraction and apply it to the development of starting civilizations in the antiquity. The discovery of new lands allowed people to settle new colonies with their cities and cultivated lands. The armies were here to defend the city and expand the empire, while the population was producing goods, cultivating the fields and building the city.



In the game that translate into a map made of hexagons. They represent either the seas, obstacles to the expansion, the plains where fields can be easily cultivated, and the mountains where cultivating is harder but people can find better protection. Each player has a Queen which generates the Fields and the Cities, and gives their power to the 3 Princes who can explore new lands and fight the enemy.

Players must make good use of the setting of the land to be the first one to reach the final goal : build a City related to a chain of 5 Fields. In an advanced version of the game, players progressively discover the board which is blank at the beginning of the game.