

EGAR[®]

A GAME OF HISTORICAL COMBAT



Rule book

A. RESUME

This game simulates a battlefield in which the players command a group of 8 soldiers of a color, whose main objective is to capture the rival flag. The soldiers spread through the board meanwhile they combat with their enemies. You win the game if your soldier moves into the enemy flag's square.

In each turn, a question of general culture is read, mainly related to wars, struggles and conflicts. If the enemy player fails in the answer, one of his soldiers dies. If he answers correctly, his soldiers save.

Number of players:

- From 2 to 4.

Soldiers

- Militars (green)
- Samurais (blue)
- Native americans (red)
- Egyptians (yellow)

B. CONTENT

- I. Board.
- II. 32 soldiers (8 of each color).
- III. 300 question cards.
- IV. 5 dice.
- V. 4 flags (one of each color).

How to play?

1° Prepare the board. Put the soldiers and the flags as it is shown on page 3.

2° The youngest starts, and the turns are followed to his right.

3° Move. Start your turn Rolling the dice. The number you obtain indicates how many squares you can move your soldiers.

4° Attack. If your soldier is next to another enemy, you can attack him by rolling the dice again. The opponent defends his soldiers by rolling his dice. The player who obtains the biggest number win, eliminating the loser soldier from the board.

5° Question. Pick up a card and read the question to the rival on your right side, if he fails in answering, you can eliminate the soldier he has nearest its flag, but if he responds correctly, his soldier saves.

After the question, your turn is over and the next player starts his turn.

6° Win. The player who achieves to put one of his soldiers into the enemy flag's square wins the game. The one that eliminates all the opponent soldiers can also win.

* A more detailed explanation of each step can be seen in the following pages.

32 soldiers (8 of each color).



Militar



Samurai



Native american



Egyptian

C. INSTRUCTIONS

I. Preparation

1. Each player chooses a flag and puts 8 soldiers of the same color in the squares next to the flag, in a square formation. These will be the soldiers that each player will command during the game. It is one soldier per square.

2. The youngest player starts, then is the turn of the player that is on his right, following in that direction for the turns.

300 question cards.



5 dice.



4 flags (one of each color).



Initial view

Player 1

Player 2

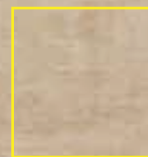


Player 3

Player 4



Place where the flags of each color are located



Place where the soldiers are initially located.

II. Start

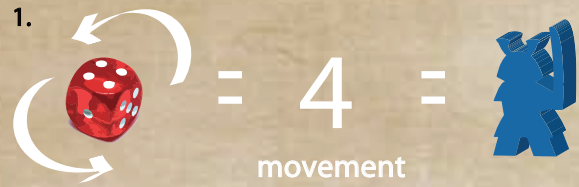
1. The first player rolls the dice for moving, the number that he obtains tells him how many squares he can move his troops.

2. For instance: if you obtain a 4 in the dice, you can move:

- (2.1) 1 soldier 4 spaces.
- (2.2) 4 soldiers 1 space.
- (2.3) 2 soldiers 2 spaces.
- (2.4) 1 soldier 3 spaces and another soldier one space.
- (2.5) 1 soldier 1 space, 1 soldier 1 space, and another soldier 2 spaces.

3. The soldiers displacement is in vertical or horizontal way, you can combine these directions. You cannot move a soldier in diagonal. It is forbidden to pass a soldier by a square that is already occupied by another, the soldiers must move only by free squares.

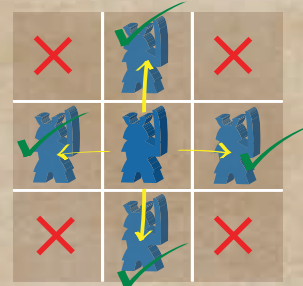
Example:



2. Example dice Rolling resulting in 4.
Possibilities:



3.



Allowed spaces
Vertical/Horizontal

III. Attack

1. Once a soldier stands next to another enemy, either horizontally or vertically, he can attack by throwing the dice, the attacked player rolls the dice as well.


2. If the attacker gets a bigger number than the defender, the attacker wins and eliminates the defender soldier, pulling him off the board.


3. If the defender gets a bigger number than the attacker, this is eliminated from the board, leaving its square empty.

4. If both players get the same number on the dice, they must roll them again.

5. You can attack with up to four soldiers if you surround an enemy, in which case the attacker throws as many dice as soldiers attacks, and the defender competes against the biggest number. The attacker can attack as many times as he wants, as long as he has soldiers left.

Example:

1.  Attack Vertical / Horizontal

2 y 3.  Dead Alive

5. 

-  1 Dice
-  1 Dice
-  3 Dice
-  1 Dice
-  1 Dice
-  2 Dice
-  1 Dice
-  4 Dice



IV. Questions

At the end of his turn, the player must pick up a card and read the question to the opponent on his right. If the opponent does not answer correctly, the soldier closer to his flag dies.

If the opponent answers correctly, he saves his soldier.

After the question has been read and answered, and after the opponent soldier is saved or dead, the turn of the reader ends, and it is up to who had to answer the question.

It is only one question per turn, and you can only kill one rival soldier with the reading of the question, not more than one by turn, even if there are more rival players.

You always read the question to the opponent at your right side.

Players can freely choose which question level they will read to their opponent (easy, medium or difficult). But as a suggestion it is advisable that before starting the game, the players agree on what level of difficulty they will play, using a single category of questions.



Correct answer



The soldiers
save



Incorrect answer



The soldier
who is nearest
to his own flag
is eliminated.



V. End of the game

The player who reaches with one of his soldiers the quadrant of the enemy flag wins the game. You can also win by eliminating all the enemy soldiers.

If a player loses all his soldiers, he must quit the game.

If after the departure of a player, there are two or three players with soldiers, they will continue playing and they can take the flag of the player that left.



WINNER





Credits

Game author

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Graphic design

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Works & Authors

1. Amazon River **by Astro Alex**
2. Araucaria in Conguillio National Park **by Vicente Fernández Rioja**
3. Buddha **by Freepik - freepik.es**
4. Colosseum **by Derich - freepik.es**
5. Landing of Columbus **by John Vanderlyn**
6. Indian War Elephant **by Frank Dillon**
7. Viking Shield **by nofaced3d**
8. Sphinx with pyramid of Khafre behind **por bandarji**
9. Egyptian Pharaoh **by Kalifer - Art Creations - shutterstock.com**
10. Francisco Franco with winter cape **by autor desconocido**
11. Statue of Genghis Khan **by Francisco Anzola (photo). Sculptor: D. Erdenebileg. Arquitecto: J. Enkhjargal.**
12. Great Baobab (Andansonia Grandidieri) **by Bernard Gagnon**
13. Mamluk warrior in full armor **by Georg Moritz Ebers**
14. Church of the Resurrection of Christ, Russia. Architect: Alfred Parland. Photo **by Je-str**
15. merican Indian Apache Warrior Chief **by Fotokvadrat - shutterstock.com**
16. Lautaro **by Pedro Subercaseaux**
17. Leopard **by Freepik - freepik.es**
18. Machu Picchu **by Cuatro Quesos**
19. Mammoth "Reconstruction of Columbian Mammoth" **by James St. John**
20. Mandela statue in Pretoria. Sculptors: Andre Prinsloo and Ruhan Janse van Vuuren. Photo **by Haruba-bad**
21. Masks **by Macrovector - freepik.es**
22. Mountain **by Ingram - freepik.es**
23. China Wall "The crest of the mountain" **by yosoyjulito**
24. Napoleon Crossing the Alps **by Jacques-Louis David**
25. Mesoamerican Pyramid "Chichen Itza" **by jphilipg**
26. Pyramids **by iStudy_Too_Much**
27. Poseidon sculpture in Copenhagen. Sculptor: **Christian Carl Peters**. Photo **by Hans Andersen**
28. Samurai **by siriwat sriphojaroen - shutterstock.com**
29. San Martín "Paso de Los Andes" **by Julio Vila y Prades**
30. Shaka kibg Zulu **by James King**
31. Simón Bolívar equestrian portrait **by Arturo Michelena**
32. Nazi soldier "actor playing an NKVD officer" **by Kozlik - shutterstock.com**
33. Terracotta Soldier **by Edward Stojakovic**
34. Stalin Joseph **by unknown author**
35. Taj Majal. **Architect: Ustad Ahmad Lahori. Photo by Astijain**
36. Sherman Tank from WWII **by KansasScanner**
37. Temple of Heaven **by ChiralJon**
38. Tiger "Male Panthera tigris altaica", **by Appaloosa**
39. Viking, statue in Gimli, Canada. Designed by Gissur Eliasson. **Sculptor: George Barone. Photo by: Krazytea**
40. Iraqi Insurgents with Arms in November 2006 **by رجب ملسان لارا**
41. Egyptian shield from the tomb of Tutankhamun **by unknown author.**