

TONY CHEN

WARRIORS of JOGU

FEINT

Conflict has broken out in the land of Jogu as different factions vie for access to Saiur, an energy-generating liquid which can transform the economies of these Jogu inhabitants. In this time of conflict, which faction can apply the art of war, master the trick of deception, and emerge victorious?

GAME COMPONENTS

- 1 Location Board



- 1 Scoring Board



- 1 current-round marker, 1 end-game marker, and 10 victory point markers (double-sided)



- 2 Morale markers



- 1 start player marker



- 10 stay tokens



- 20 location markers



- 20 Location Cards, consisting of:

10 Location Cards for player A
10 Location Cards for player B
(each player having 2 each of Locations 2, 3, 4, 5, and 6)



- 200 Faction Cards

(5 faction decks, each of 40 cards)



