

Articles

GTM #117 - WARSTONE

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WarStone, the revolutionary new trading card game (TCG) that combines traditional card strategy with innovative, tactical, head-to-head marble action, is re-launching with a new name. Created to add a new level of action and play to TCGs, **WarStone** pits two or more players against each other in a strategy and action competition. The **WarStone** game can be seen at www.warstone.com.

What makes **WarStone** different than any other TCG is the marbles (otherwise known as "stones") that are used in an exciting new way for attacking your opponents. Players use marbles as assault weapons to knock opposing stones off the battlefield through high-velocity,

high-impact attacks. Shooting stones against your opponents create a more interactive environment than traditional trading card or role playing games. A variety of shooting methods directed by the cards add to the challenge of the game. The goal of each exciting battle is to eradicate a predetermined number of opposing stones from the battlefield.

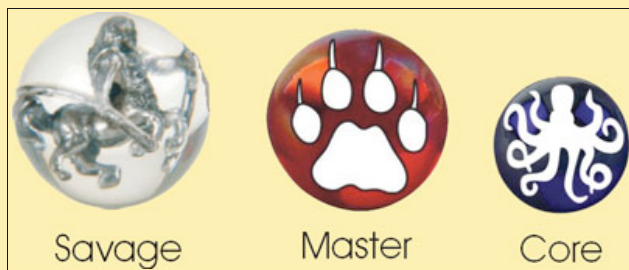
~ UNDERSTANDING GAME BASICS ~

Colors:

The cards and stones are grouped into four colors; blue, green, red and silver. Each color represents a faction; **blue/Polarax**, **green/Korune**, **red/Zeduin**, and **silver/Metarok**. Players choose colors based on the order of play and the number of players participating in each match.

Stones & Icons:

Most **WarStone** cards, except for Hex cards, feature a small round stone icon with a simple graphic design that represents the character on that card. The icon on the card is identical to an icon on one of the stones. When a player selects a card for battle, the player then locates the stone with the matching icon on the battlefield. In other words, the stones are extensions of the matching cards.



There are three kinds of stones: **Cores**, **Masters**, and **Savages**. Cores are the smallest of the three stones and form the backbone to a player's army. Masters are the heaviest of the stones and give players more shooting power because of the weight. The biggest and most powerful of the three stones are the Savages. These powerful weapons are embedded with highly detailed 3-dimensional characters that represent the artwork on the Savage cards.

Cards:



The cards guide your battle strategy and determine the best tactics for capturing your opponent's stones. The primary shooting cards are divided into three types similar to the stones; Core cards, Master cards, and Savage cards. The two most important elements on the cards are the demand fields and the power fields. Before a player can play a card, the demand field must be met. The power field describes how to shoot and how a player might capture an opponent's stone. The fourth type of cards that do not



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have stones associated with them are Hex cards. Depending on the direction from the cards, a player might Hex either an opponent's stone or the player's own stone. A Hex card can be good or bad for either player.

Setting Up for Battle:

Setting up a **WarStone** battlefield is quick and easy. After the cards and stones are separated by colors between the players, players position the stones on the field. The Cores are placed on the center line and the Masters and Savages are placed on the players' home lines. The cards are shuffled and the first player deals himself four cards. Play the first card, locate your stone on the battlefield, select an opponent's stone, choose a trajectory, determine how hard to shoot, and then fire away.

Organized Play Program:

A completely new concept in Organized Play programs is being launched with **WarStone** and is available for in-store play. Players can fire at will against their opponents like never before and experience a true action-packed competition. **WarStone** table-top containment fields feature cloth walls that keep the stones from leaving the field.

WarStone league play will be available in stores throughout the United States in late 2009. Tournament play will be available in 2010, which will include regional competitions and a national champion.

For information on the **WarStone Organized Play** program, please call 800-232-3474.

Product:



Battle Boxes include one 60-card set deck, two embedded Savage stones, six Master stones, 16 Core stones, one storage pouch, 24 ring stands, six markers, one ruler, and a 24-page rule book. Players: 2-4. SRP: \$24.95.

Skirmish Packs are played against other **Skirmish Packs** or **Battle Boxes**. They include one 15-card set deck, one embedded Savage stone, two Master stones, four Core stones, six stands, six markers, a ruler, one storage pouch, and a 24-page rule book. SRP: \$ 11.95.

Boosters are random sets with common, uncommon, and rare cards. Each set includes five cards, one Master stone, and two Core stones. SRP: \$5.95.