

The description of game for children
from 5 to 12 years

Magic Wars

(quantity of pages – 17)

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1. INTRODUCTION

From the manufacturer's point of view toy for children produced by him should seek to possess the following features:

1. Be relevant in a change of generations.

People are born, pass the stage of childhood, grow up and then make the next posterity. Every generation has the toys, which only this generation plays. But there are toys and games that are still relevant for children of any generation. As an example, such toy is a teddy bear.

2. Reach the largest possible age range.

It is clear that the toy, which will be interesting (for example) for children aged 5 to 12 years old, will be sold in larger quantities than toy for children from 3 to 5 years old.

3. Toy should be interesting for children living in different countries and therefore belonging to different cultures.

Potential turnover of manufactured toys also depends on this feature.

4. Toy should evoke a feeling of competition (excitement) of players.

Trying to be somewhat better than the others is laid in the nature of each person and is manifested in any age. A toy (or a game), which allows players to compete among themselves, will not only attract additional attention, but also have additional purchasing demand.

5. Being a cult

I do not know whether the definition is chosen right way, but is meant that if a toy (or a game) becomes very popular, then more than one generation can play this game. Each generation playing this game will influence the next generation when growing up.

6. It shall be the subject of collecting.

With quality No. 5, a toy may become the subject of collecting. But for this a toy should be able to be manufactured in various versions.

7. To be sold several times to the same players.

If a toy conforms to the items No. 5 and No. 6, then it is advantageous for the manufacturer if a toy breaks or is spent, because, feeling the need for it, the player will buy it again.

8. Can be used in other commercial projects.

Toys that are becoming very popular, can be used in other commercial projects: creation of animated television series; comic books, entertainment events, etc.

9. Have a low cost and affordable price for customers.

From the point of view of parents who buy their children toys, a toy should strive to possess the following features:

1. Develop any useful skills in child.

The most valuable skill in today's society is the ability to communicate with other people and start dating. That parents who understand it are trying to have their child developed these skills and at the same time are trying to shield him from somebody's bad influence.

2. Have affordable price.

3. It is desirable that the game helped a child to be in the fresh air and gave him extra physical activity.

One of the challenges of modern parenting is that children now spend much time watching TV or at computer. Modern parents are more willing to buy such games, which take place in the fresh air and give their child extra physical activity.

With regard to the child, according to his point of view, a toy should meet 2 major criteria:

1. Be interesting.

2. And be not very difficult to use in gameplay.

The game described below has all the features listed above!

1. World of game “MAGIC WARS”

In the far, far galaxy there is the solar system. Around the bright yellow sun 4 habitable planets rotate. Each of these planets is unique and their inhabitants for the maintenance and development of their civilizations use magic.

1. The first planet is FireWorld. It is covered with volcanoes, which erupt constantly. Rivers of lava are flowing everywhere. Fire rages at this planet. But the planet is habitable, race of Lavamans live here. To survive and live at this planet they learned to use magic of Fire. Magic of Fire allows them to manage the element of the planet and use fire as a major source of energy.

2. The second planet is Plantworld. This planet has the most favorable climate of all the planets. It has the right amount of water and it is warmed by the sun. The planet is rich in vegetation and it is inhabited by many different animals. The inhabitants of this planet which all call Forestmans learned to use magic of Nature. They can control the growth of plants, are able to modify them and create new species. They do not build cities, do not build roads – they live in small communities and use giant trees as homes that grow throughout the world.

3. The third planet WaterWorld is almost completely covered with water. Here Aquaticmans (Watermans) live – they are amphibians. Almost all of their lives they spend underwater, but they breathe only air. Thanks to the magic of Water, they not only know how to manage water element, but can change the structure of water. Under water, they create air bubbles, which make up their secret cities. There in depth they are not afraid of storms, which sometimes occur at sea. But they build their homes in shallow waters as well, where they grow and breed sun-loving plants and animals for their subsistence.

4. The fourth planet AirWorld is covered by rocks. The planet is afflicted by winds. The whole atmosphere is permeated by strong air currents. But this planet is habitable. Airmans live here. Thanks to the magic of Air, they learned to conquer the wind. Wind energy is laid into the foundation of their civilization and is the main driving force for the machines they create.

These four planets rotate around the sun on the complex orbit, the nearer to each other, then moving away. Each magic can not only manage the elements of the planets, but even allows to make space travel for a short distance.

Inhabitants of WaterWorld and Plantworld are quite peaceable, and they are quite enough with what nature gives them. But FireWorld and AirWorld have not enough resources, so when their worlds converge with neighboring planets, they make military forays.

Magic of Air is stronger than the magic of Water. So when Airmans attack people on the planet WaterWorld their warriors have an advantage in battle in the form of 1 extra life.

Warriors who use magic of Fire have the advantage of 1 extra life over the warriors of Plantworld using the magic of Nature.

But in turn magic of Water is stronger by 1 extra life over magic of Fire, as the magic of Nature it has an advantage over the magic of Wind.

Warriors of WaterWorld and Plantworld, FireWorld and AirWorld fight with each other on equal terms.

In addition to the inhabitants of these four planets there are 3 more races that are present in this galaxy:

1. Space Pirates - they do not have their own planet. They inhabit asteroids and use Black magic, which exceeds in power each individual magic of 4 planets. They have a lack of all resources, therefore, at any moment they attack those planets. Because they always attack suddenly, their warriors always have the advantage of 1 extra life over the warriors of 4 planets.

2. Small planet SunWorld rotates near the sun itself. Custodians live there. This planet is closest to the sun. There are no resources at this planet, but Custodians have knowledge of magic of Sun. They have learned how to convert the sun's energy in almost everything they need. This magic is the most versatile and if Custodians come in fighting with somebody, then they compete on equal terms. But they fight as a rule only in order to maintain the balance in the galaxy.

3. The third race is Wanderers. They do not have their own planet too, but they do not live at asteroids as well. All their life they spend in space and collect knowledge bit by bit. They possess different kinds of magic and technology. One could say that they are the strongest in the galaxy. But since except for the knowledge they do not care for anything, they do not fight with anyone. They even do not have soldiers. And if they fight with someone it is only among themselves to get new knowledge.

Game Description "Magic Wars"

The fighting group (game set) consists of (Drawing 1):

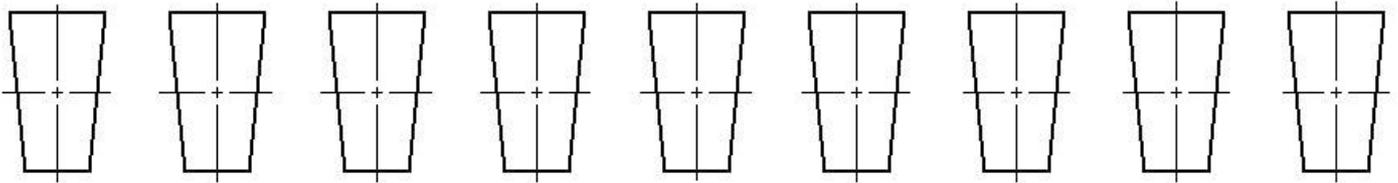
- 9 – Solders
- 3 – Knights
- 1 – Magician (Wizard)
- 1 – King

The fighting group (game set) from Wanderers consists:

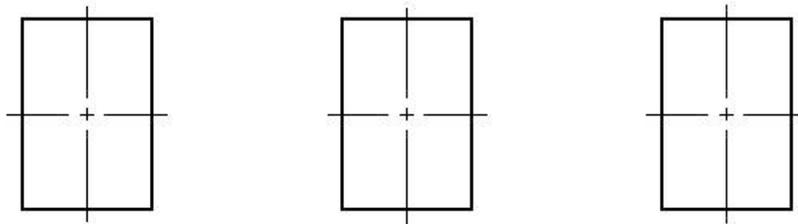
- 3 – Knights
- 1 – Magician (Wizard)
- 1 – King

- The Solder has 1 life;
- The Knight has 2 life;
- The Magician (Wizard) has 3 life;
- The King has 3 life.

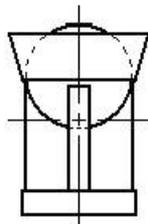
SOLDERS



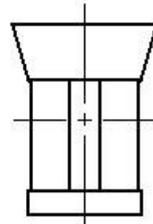
KNIGHTS



MAGICIAN (WIZARD)



KING



Drawing 1. The fighting group (Game set)

As equals the chips of the same colour contend with each other: FireWorld with AirWorld and WaterWorld with PlantWorld (Table 1, Drawing 2).

+ 1 Life is granted to:

WaterWorld when contending with FireWorld;

PlantWorld when contending with WindWorld;

WindWorld when contending with WaterWorld;

FireWorld when contending with PlantWorld

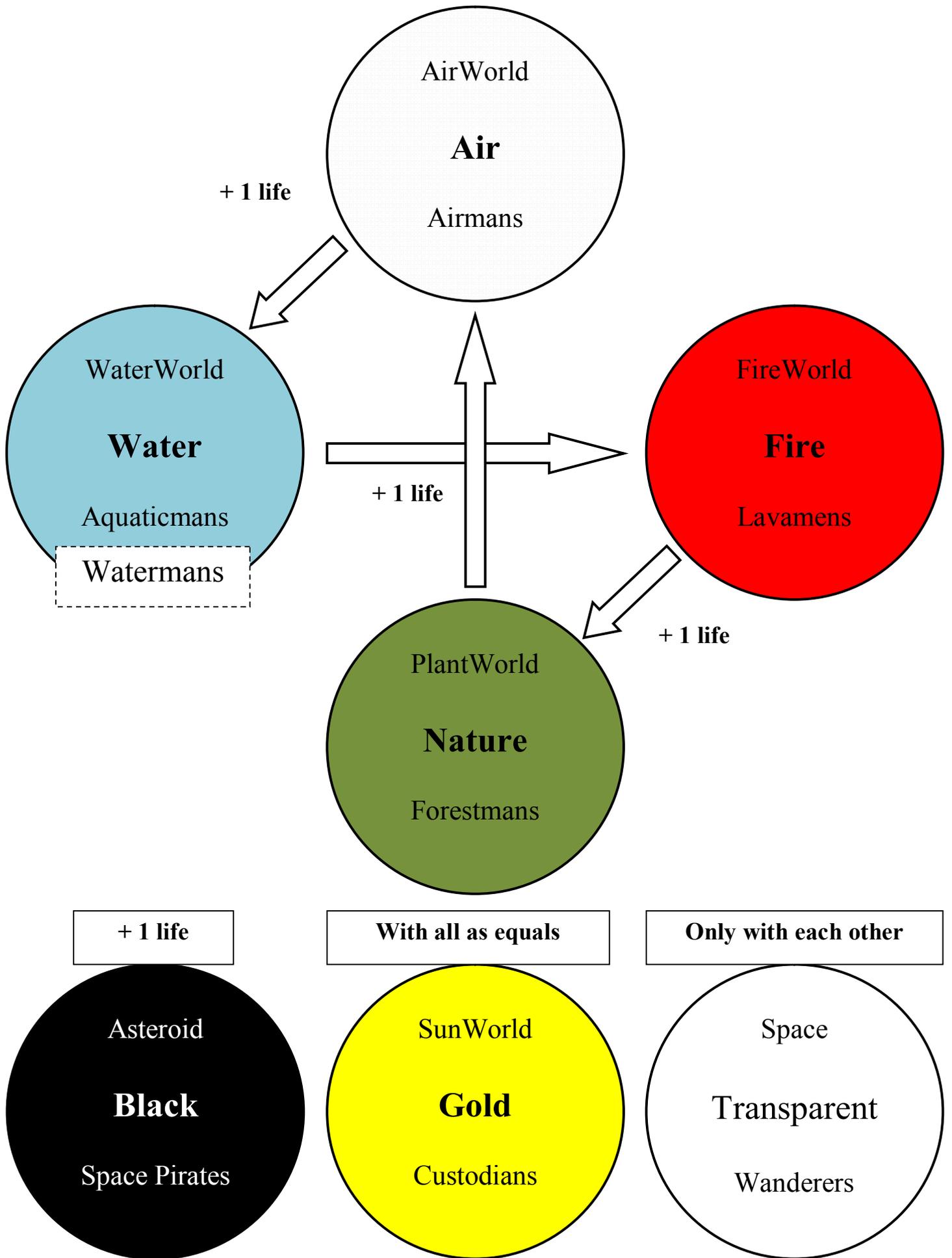
Space Pirates have +1 Life when contending with: WaterWorld, PlantWorld, FireWorld and WindWorld.

Custodians contend with all others as equals.

Wanderers do not contend with any chips of the other colours. They contend with each other only.

Table 1

Players	Colour
Air	White
Fire	Red
Nature	Green
Water	Blue
Pirate	Black
Sun	Gold
Wanderers	Transparent



Drawing 2. Colour map for game

The game process may be participated by 2 and 4 players.

2 players:

When the game is between 2 players, the chips of different colours (except gauzy chips - Wanderers) may participate. In order to bring an element of randomness into the game the players use the dice (Drawing 3, Table 1).

The dice is thrown to the floor and shows what coloured chip may be used by the player. If the player does not have this coloured chip, the dice shall be thrown once again.

Generally, the chips of different value may contend with each other. However, this duel consists of 14 rounds:

9 rounds with Soldiers; 3 rounds with Knights; 1 round with Wizards and 1 round with Kings.

Place for playing game:

The game may be played either indoors or outdoors. For playing game you will need an area of 1 - 2 m/2 with flat, free of defects and rather plain surface such as laminat, concrete, painted plywood sheet. The major requirement to the surface of the game area is that the surface would ensure sufficient sliding of the chip when revolving.

How contend is made (see video-attachment to the game description):

After the players have made their choices as to the colour of the chips they will use upon contend in a certain round, each player, using his/her forefinger of the left hand and his/her thumb of the right hand (or conversely), twists his/her chip on the surface of the game area and leaves the chip being freely revolving on its axis. After the chip has been left and twisted, the player shall stop it while it is freely revolving by his/her foot (the shoes with rigid sole such as boots are most suitable for this). After stopping the chip shall become in vertical position. The player whose chip is on horizontal position (fallen) is a loser. If after twisting and stopping the chips of both players are fallen or in vertical position, they continue the game (twist their chips) further.

Each round lasts until the chip of one of the players loses all lives provided for it and then it passes into possession of the winner.

Thus, after ending the battle (contend) each player keeps the set of the chips which are made from the chips won or lost accordingly.

The player whose total number of lives provided for the won chip is more is declared to be a winner.

4 players:

When the game is between 4 players, the players are divided into 2 groups of the allies. Each player uses only one of 4 main colours. The allies may be represented by adjacent colours. Such chips as Space Pirates, Custodians (and Wanderers) do not used when the game is between 4 players (Drawing 2.).

Examples of the allies:

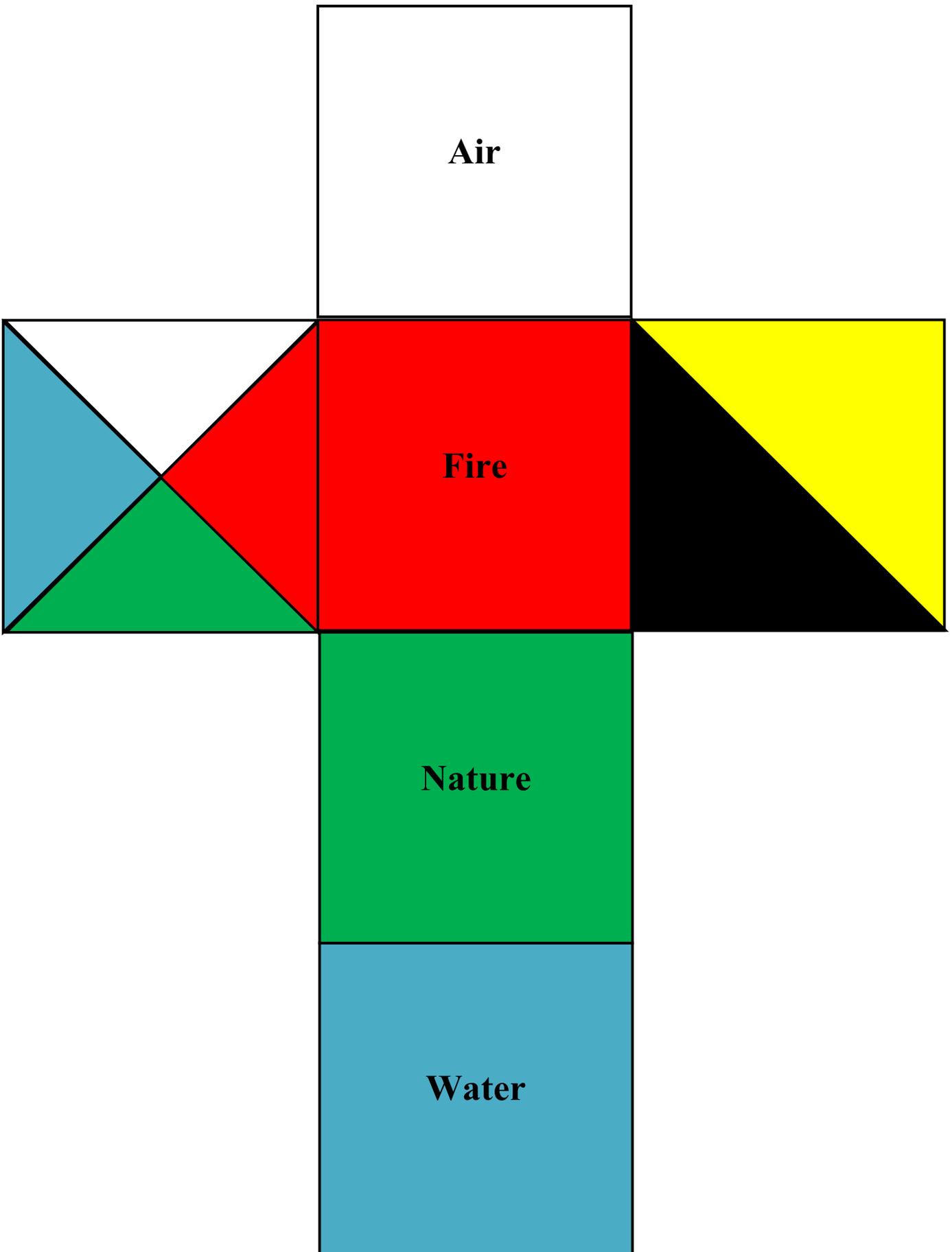
WindWorld and FireWorld against WaterWorld and PlantWorld;

FireWorld and Earth against WaterWorld and WindWorld.

Such pairs as WindWorld and EarthWorld or WaterWorld and WoodWorld can not be allies.

When the game is between 4 players, each round is participated by 2 pairs of the opponents.

In order to bring an element of randomness into the game the first pair of the contending players is determined by throwing the dice in each round (Drawing 3, Table 1).



Drawing 3. Cube for definition of colours of the game chips, participating in battle

Description of the game chips

Material of the chips:

Such game chips as WaterWorld, Plantworld, FireWorld and AirWorld are made of coloured plastics of respective colours: Blue, Green, Red and White.

The chips: Space Pirates and Custodians are also made of Black and Gold plastics respectively, however, the collection models may be made of other materials also (for example - metal).

Such chips as Wanderers are made of gauzy plastic. For the collection models some coloured figures that will be observed because of plastic transparency may be placed inside.

Appearance and main requirements to the game chips:

Below (Drawings 4, 5, 6 and 7) you may see exemplary appearance of the game chips.

All soldiers have one (same) shape. The other chips (Knights, Wizards and Kings) may be made of different designed modifications. This, in its turn, will let the players collect the chips.

The sizes of the chips are stated as examples. Each type of the chips have 4 major parameters:

1. D – the top diameter;
2. d – the bottom diameter;
3. H – height;
4. M – height of the centre of gravity.

In order the game process to be honest, all 4 parameters shall press towards equality for each type of the chips in different designed modifications and shall ensure the same dynamics of their revolving. Correspondingly, the centre of gravity shall be also be strictly on the vertical axis of the chip.

1. Soldier (Drawing 4.)

D ≈ 16 MM

d ≈ 12 MM

H ≈ 20 MM

2. Knight (Drawing 5.)

D ≈ 16 MM

d ≈ 16 MM

H ≈ 24 MM

3. Magician (Wizard) (Drawing 6.)

$D \approx 20 \text{ mm}$

$d \approx 14 \text{ mm}$

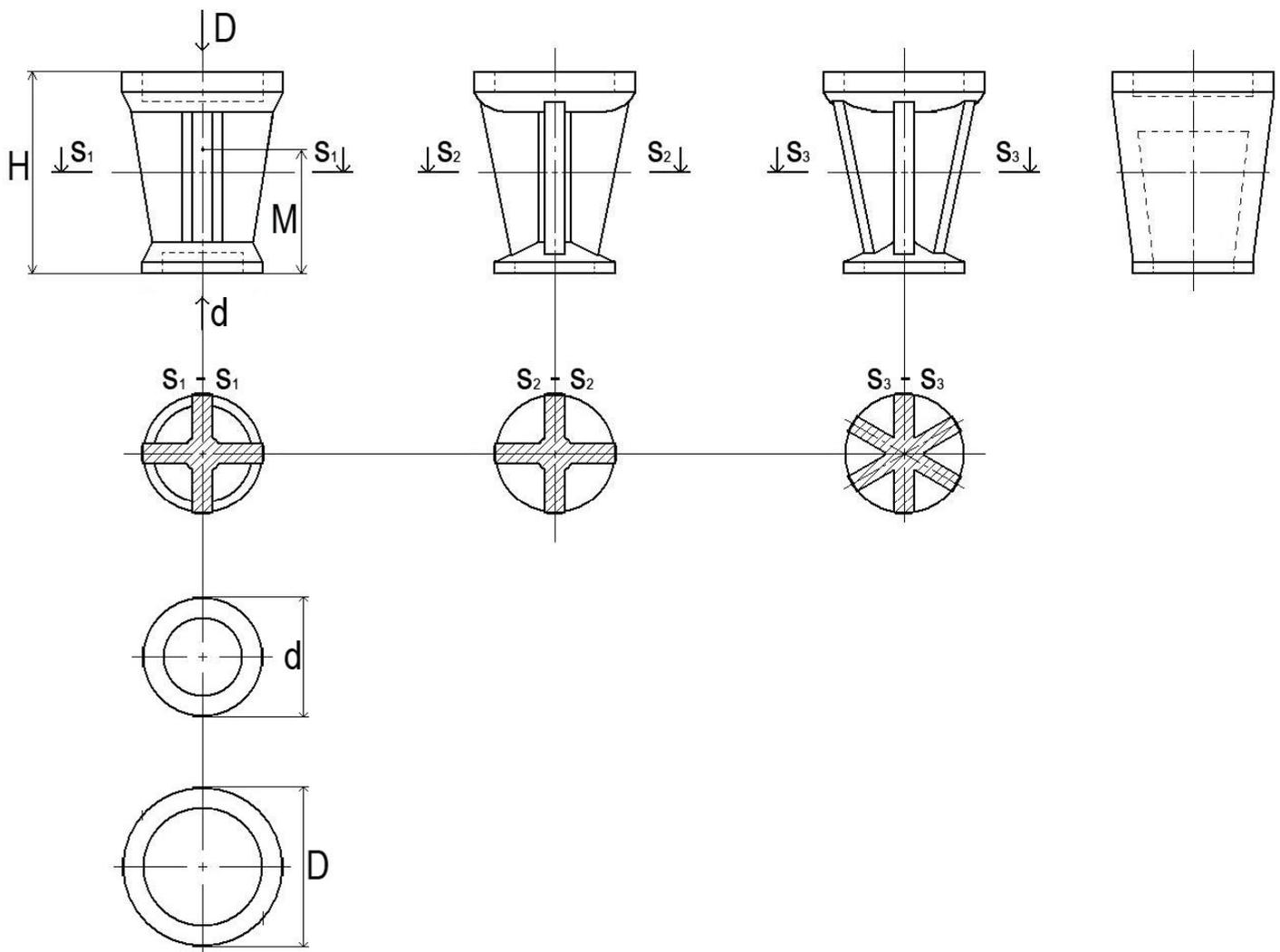
$H \approx 25 \text{ mm}$

4. King (Drawing 7.)

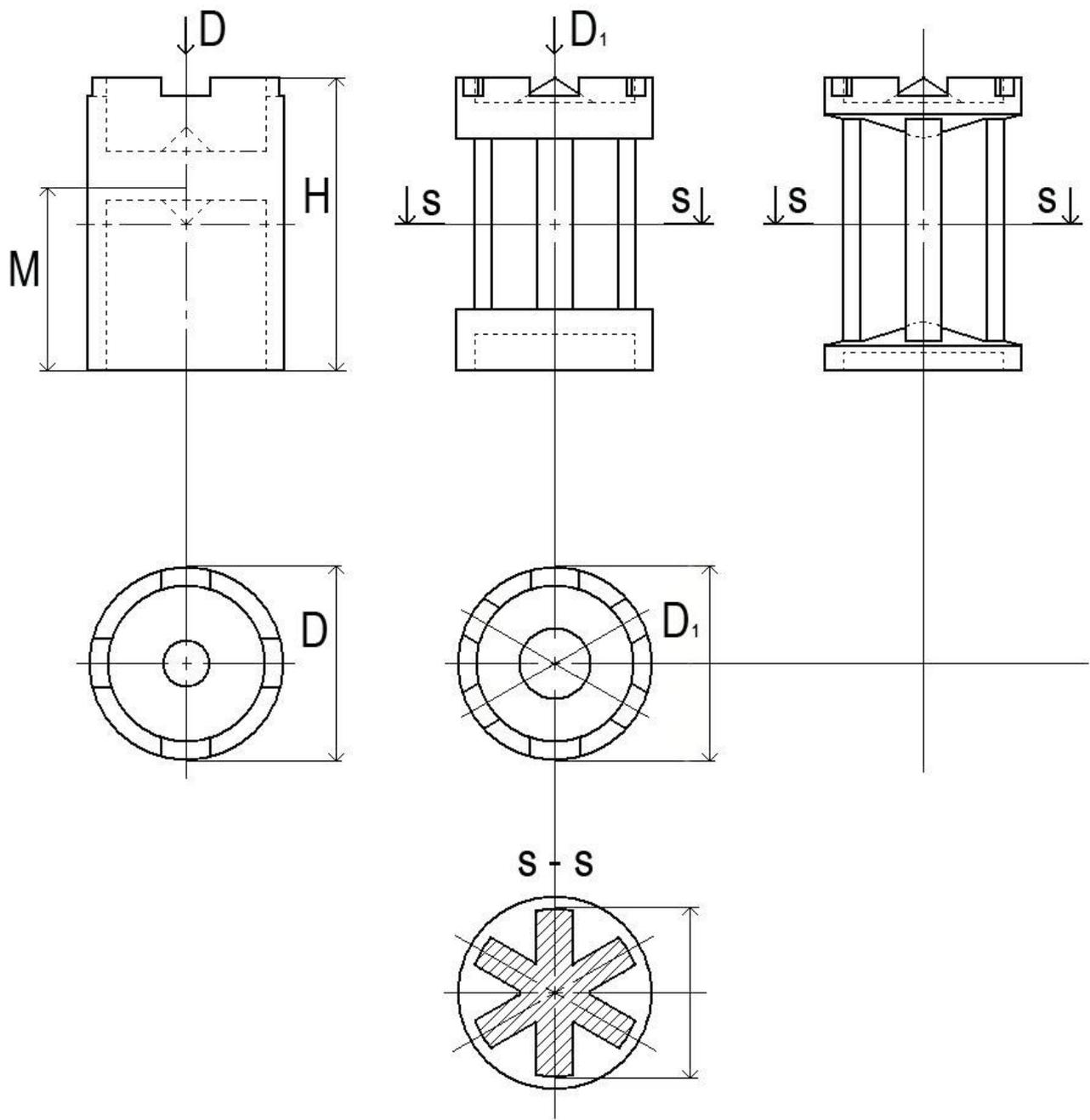
$D \approx 20 \text{ mm}$

$d \approx 14 \text{ mm}$

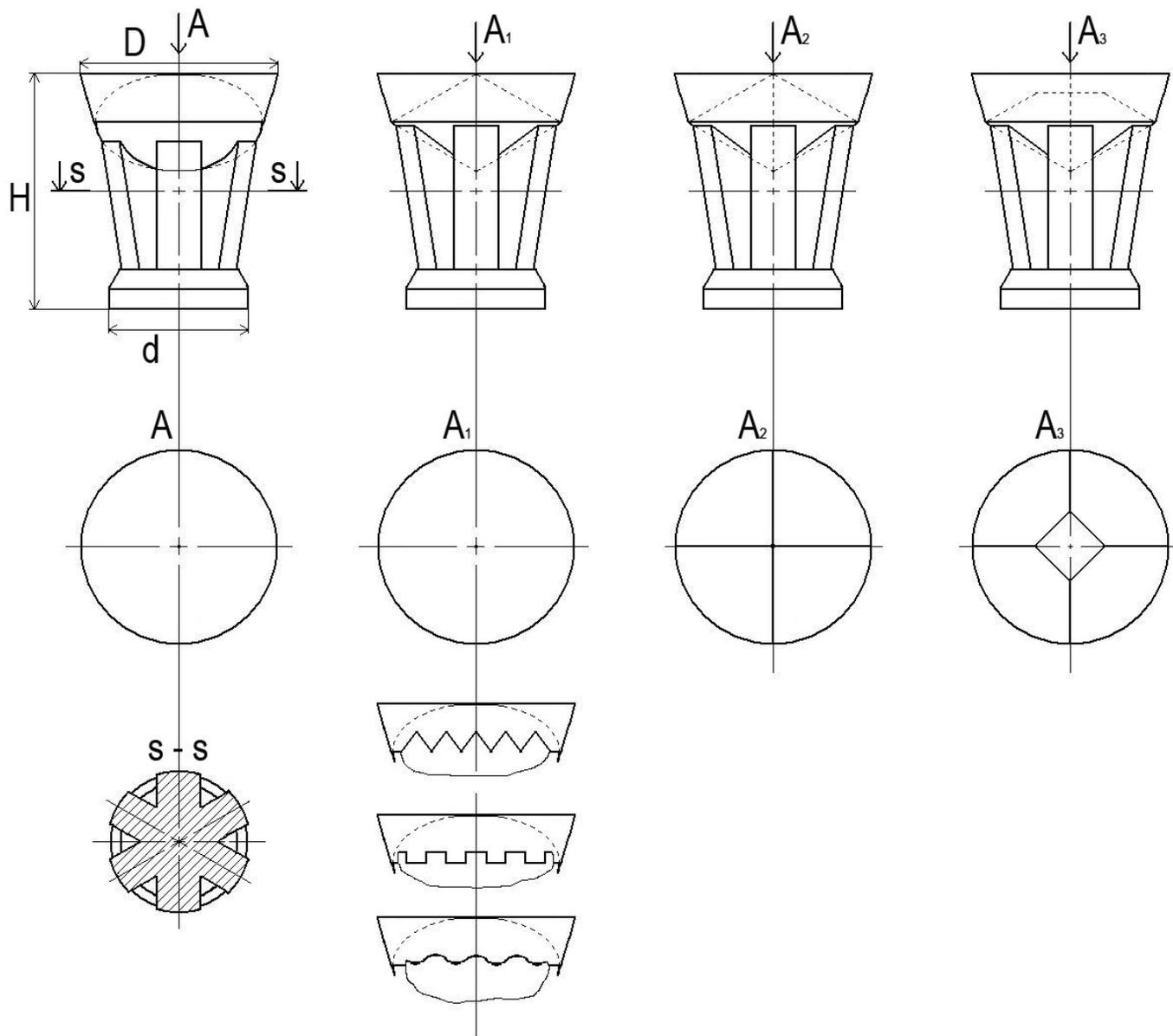
$H \approx 25 \text{ mm}$



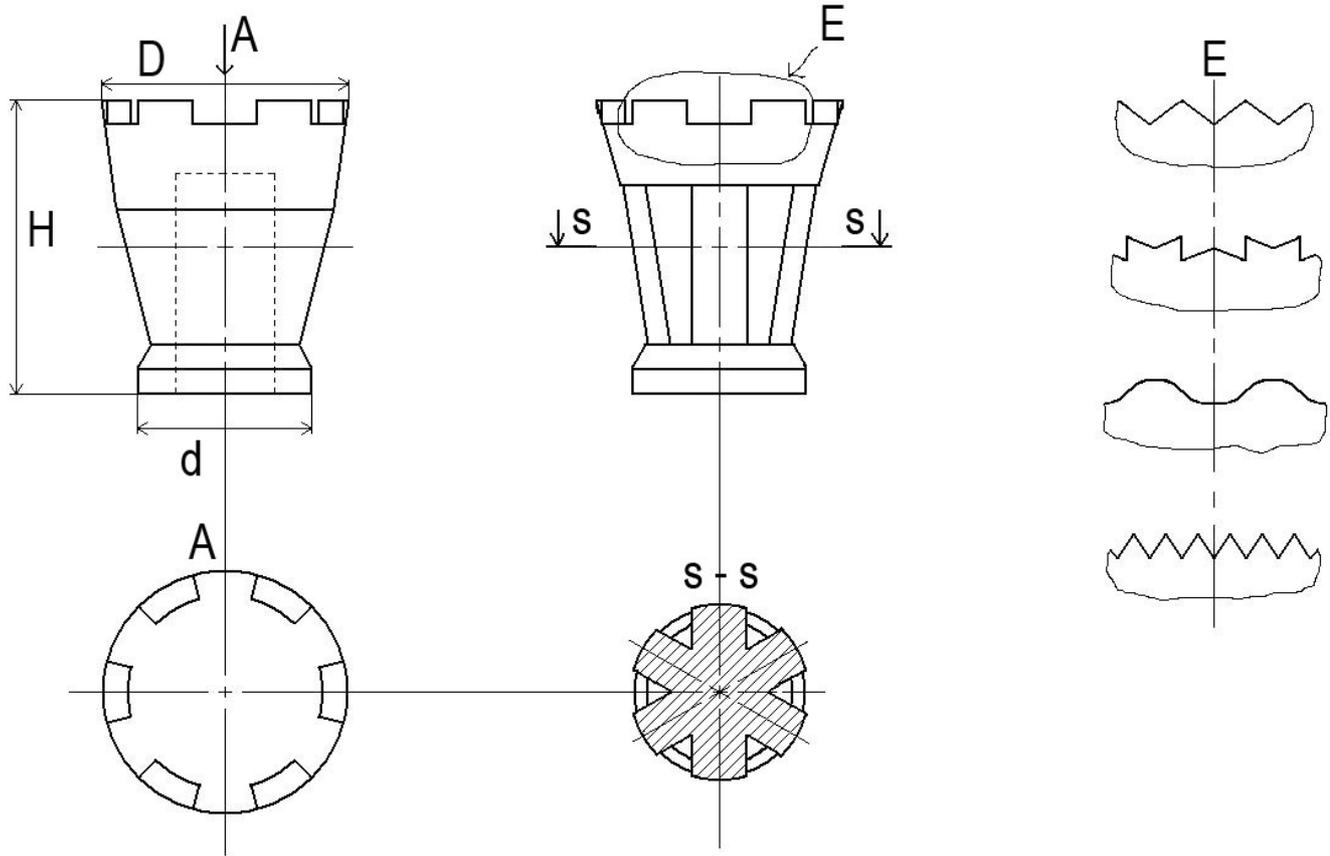
Drawing 4. Soldier



Drawing 5. Knight



Drawing 6. Magician (Wizard)



Drawing 7. King

The commercial aspect of the game

1. "Magic Wars" game by its rules is easy and it contains an element of competition, it will be interesting to children from 5 to 12 years. But depending on how popular it gets, in the end it can be played by older people.
2. "Magic Wars" game does not have any ethnic and religious restrictions. Therefore, it can be successfully marketed in any country in the world.
3. Low cost of game production. Plus plastic chips will eventually break down and lose, and it will provide additional purchasing demand from players.

4. Playing set of "Magic Wars" may be of 2 types:

1) Consist of a single combat unit of the same color (9 soldiers, 3 knights, 1 mage, 1 king). Retail price of such set can vary from 5 to 10 dollars, depending on the country in which it is sold.

2) Set of 4 combat units of primary colors (Blue, Green, Red, White) for the game of 4 people. The cost of such set can be correspondingly from 20 to 40 dollars.

In both cases, the cost is quite reasonable for parents with different income levels in different countries.

5. Combat troops of Space Pirates, Custodians and Wanderers – these are additional participants of "Magic Wars" game, so these play sets can be sold more expensive, because they will mainly be used for collecting.

6. Collection chips can be used in the implementation of other advertising and commercial projects, such as:

1) To play the game "Magic Wars" there can be created a Fantasy world, which can be used for other projects as an independent business, as well as for conducive to the development of the popularity of "Magic Wars" game. There can be created an animated series, comic books, etc.

2) Collectible chips can be toys for McDonalds, Kinder Surprise, etc.

7. To implement the gameplay players require playground 1 – 2 m/2. Such sites can be set at children's play areas, (in or) near supermarkets, children's recreation centers, etc., involving advertising sponsors.