

Warehouse Wars

2 Players;

10 mins

Warehouse Wars is a super quick and fun 3 dimensional stackable puzzle. Battle it out for the title of best stacker in this mind twisting warehouse challenge.

Warehouse Wars requires a little more crafting than some of our other games to create the awesome 3D effect of the game. To make the game pieces, please download the file from the Game Pieces section for Warehouse Wars on our website. You can print the 4 A4 sheets of assets in black and white if you prefer, but if you can, we recommend colour for a more vibrant effect. If you have access to thicker printing paper that would work well with your printer, use that. No special print settings are required. We have made our prototype, using the normal document settings on a home printer (no special paper or photo print settings). To make the game pieces you will also need a pair of scissors, some dry glue and a bit of medium thickness card, such as cereal box or any other form of card you have on hand. Have a look at the instructions in the Crafting section for Warehouse Wars for all the info you need on how to make the pieces as well as the box we have specially designed for this game. We hope you like it :)

Enjoy!

Set Up

Set up for Warehouse Wars is super simple.

1. Start by picking a colour for each player - teal or white, then give the boxes of the chosen colour to each player.
2. Next, place the board on the table and arrange all the planks next to it available to both players. You are ready to play.

Play the Game

The aim of Warehouse wars is to arrange and stack your crates in sets of up to four boxes, going in a straight line or diagonally, flat on the board or going up. Have a look at the infographic at the end of the rules for more info on all possible moves. Here is how you play:

1. Pick a player to start.
2. Player 1 places the first crate of their colour, anywhere on the board.
3. Player 2 places the first of their crates anywhere on the board.
4. From now on players take turns placing a crate either flat on the board, or going up. To go up, a player must add a plank that connects two crates of any colour and



creates a new surface for stacking. **A player can place one plank and one crate in one turn. You can place a crate and then a plank or the other way round.**

Note: Once you place a plank, no crates can be placed underneath it.

A plank can only be placed in a straight line, not diagonally in relation to the board.

A plank can rest on crates of any colour and both players can use the newly created surface.

You can place a plank on any two or more crates, even if the crates won't end up in the two ends of the plank. The entire surface of the plank can then be used, but it will not be as stable. Have a look at the infographic at the end of the rules for more details.

Two planks can overlap over one crate as long as they are placed at a right angle.

End the Game

Players take turns until all the crates have been placed. It is then time for the scores.

Note: be careful how you handle the delicate cargo. If one of the players pushes over any of the planks or crates, the game ends and they immediately lose.

Score:

When the game has ended, tally up the scores:

1. For every line of up to four crates, arranged in a straight line or diagonally, you get the following points:
 - a. 2 crates = 1 point
 - b. 3 crates = 3 points
 - c. 4 crates = 5 points

Note: A set of more than 4 crates still scores just 5 points.

A crate can only be counted twice in a set if it forms a right angle or a diagonal between the sets.

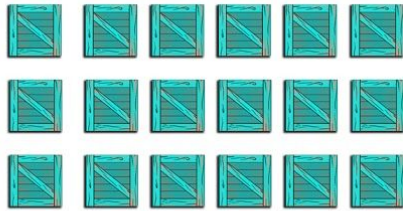
The player who scored highest, wins the title of best stacker.

Have a look at the infographics below for more information. Hope you enjoy it :)

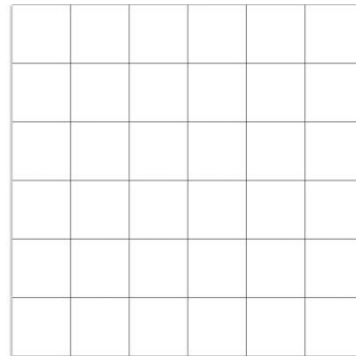


Set Up

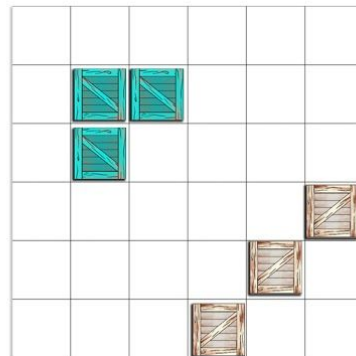
Player 1



Player 2



Play

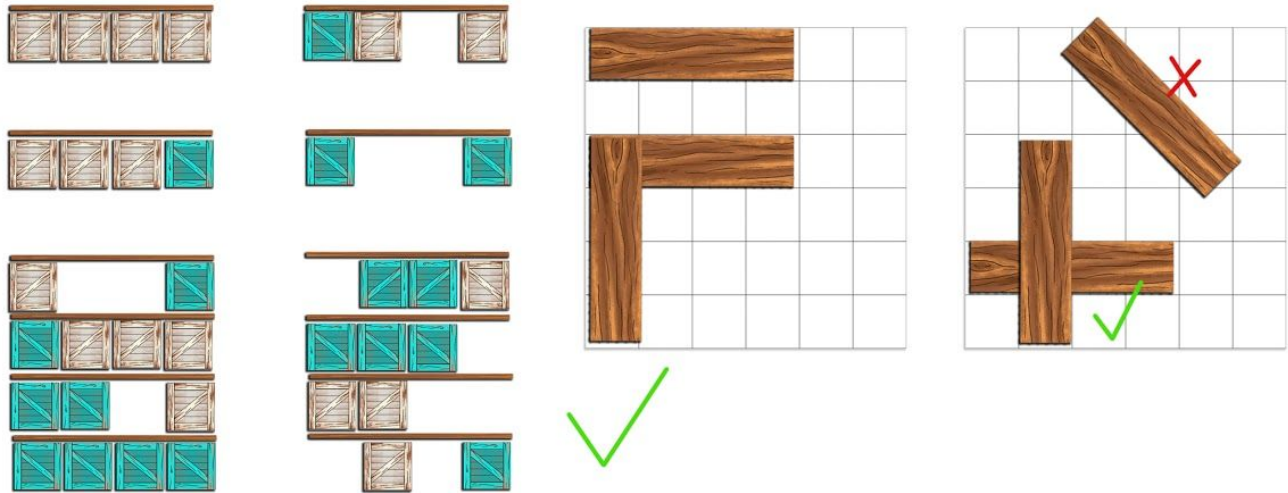


Take turns placing crates until a player wants to place a plank:



Place a Plank

Planks can be placed over any 2,3 or 4 crates in a straight line in relation to the board. They can also be placed overlapping at a right angle. They cannot be placed diagonally in relation to the board.



Score

You will get points for every set of 2, 3 or 4 crates you place in a straight or diagonal line horizontally or vertically, using the boards and planks. Here are some examples.



= 5 points



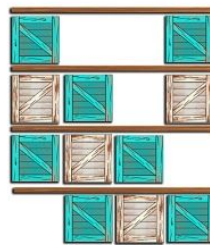
= 3 points



= 1 point

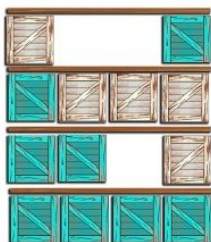


= 0 points



- teal = 5 points for the set of 4
+
1 point for the set of 2

- white = 3 points for the set of 3



This set up will score:

white - 5 points (2 sets of 2 crates, placed diagonally + 1 set of 3 in a straight line)

teal - 12 points (1 set of 4 in a straight line, 1 set of 3 in a straight line, 1 set of 3 diagonally, 1 set of 2 diagonally)

