

Vola-Tile

Essence Statement

Everyone has experienced the frustration of being behind in a board game and felt the urge to flip the board in anger. Let Vola-Tile satiate those urges. Not happy with your competitor's territorial advantage? Literally blow up everything they have worked for.

Game Overview

In Vola-Tile two players take turns placing coloured tiles onto a ten by ten grid (board). Tiles can only be placed into spaces on the board that do not already contain a tile. If a player can place a tile of their colour at either end of a continuous line of tiles of the opposing colour the opposing tiles will be captured and switched to the colour of the capturing player. The first player with 51 of their colour tiles on the board is the winner. To gain a strategic advantage over their opponent each player begins the game with three types of bombs.

Bombs can be used to destroy tiles the board and remove them from the player's total tiles. Bombs destroy all tiles they come into contact with regardless of which player placed the bomb. This gives the bombs a risk reward factor upon use by either player. There are three types of bombs available in the game: square, horizontal and vertical. Square bombs destroy any tiles in the nine board spaces surrounding where the square bomb is placed. Vertical bombs destroy all tiles within a vertical column on the board. Horizontal bombs destroy all tiles within a horizontal row on the board. Bombs can only be placed in spaces on the board that do not already contain a tile.

A player's total number of bombs is static in each twenty-four hour period. If a player uses all of their bombs in one game they will not have any if they play a second game unless more are purchased from the in-game store. Every twenty-four hours the player's bombs will be replenished to a standard minimum amount. A player may have no more than nine of any type of bomb at any time.

Vola-Tile contains an in-game store where players are free to use in-game currency to purchase bombs. Players are rewarded with in-game currency for winning matches. A player is rewarded more currency depending on the difference in tiles between the winner and the loser at the end of the game.

Key Features

- **Competitive Two-Player Strategy** - The human race is naturally competitive. And nothing sparks the competitive nature in a person like having your friend destroy all your hard work and strategy with a well-placed bomb.
- **BOMBS!** - People have been playing competitive tile laying games for thousands of years. In today's fast paced world, people are always looking for cheap thrills. To capitalize on this Vola-Tile offers an assortment of bombs to shake of the traditional slow pace of Othello and Go.
- **Customize Your Experience** - Purchase new types of bombs as you progress through the game to gain a tactical advantage over your opponent. Prefer using defensive strategies to offensive, purchase bomb shields for your tiles to prevent them from being destroyed or camouflaged bombs for an added surprise .