# Commander-In-Chief

### "New" Additional Game Play Options

**Two-On-One (Square) Game Play Options**
In the two-on-one options version of the game, a Helicopter can land sideways onto the helicopter landing pad of its own Destroyer if both playing pieces are In the Sea. The Helicopter moves to the subject square in exactly the same manner as if the square occupied by the Destroyer that the Helicopter is moving to were an unoccupied square. Once the union is created, the Helicopter moves whenever the Destroyer it is on moves and according to the abilities of the Destroyer. A Helicopter, regardless of whether it is mounted on a Destroyer or not, can always jump. The union between the playing pieces can only be broken when the Helicopter chooses to take off. A Helicopter can take off from the helicopter landing pad of its Destroyer at any time.

Via the two-on-one game play options, a Tank can mount sideways onto any of its own King Amphibians if both playing pieces are On the same Land area of the board. The Tank moves to the subject square in exactly the same manner as if the square occupied by the King Amphibian that the Tank is moving to were an unoccupied square. Once the union is created, the Tank moves whenever the King Amphibian it is on moves and according to the abilities of the King Amphibian. While Tanks can block, a Tank mounted on a King Amphibian, cannot block. The union between the playing pieces can only be broken when the Tank chooses to dismount. A Tank can dismount from its King Amphibian at any time the playing pieces are On a Land area of the board.

In summary, through two-on-one options game play, certain playing pieces can unite together on one square. All playing pieces continue to move according to their abilities so long as they are on independent squares. However, when the playing pieces that can unite do unite, the playing pieces move according to the abilities of the transporting playing piece. Finally, the union between the playing pieces can only be broken by the transported playing piece.

In two-on-one game play options, when playing pieces move to an opponent occupied square that is occupied by two playing pieces, the result of the attack is the capture and removal of both opponent's playing pieces from that square and the game. However, during an attack on two playing pieces where one or both of the playing pieces being attacked are enhanced playing pieces, no playing pieces physically move. An attack under this scenario consists of an offensive player officially detailing a target attack and a defensive player first removing from the game any non enhanced playing pieces being attacked and then second removing the second Platform Base from underneath any enhanced playing pieces being attacked. The only exception: An attack on an enhanced Tank mounted on a non enhanced King Amphibian while In the Sea presents a unique situation. As with all attacks on enhanced playing pieces, no playing pieces physically move but because Tanks cannot go In the Sea alone, the result of the subject attack is the capture and removal of both playing pieces from that square and the game (See Game Rules' Advanced Options for additional information).

The two-on-one game play options can be added to only one of the armed forces to even the playing field between players of various skill levels.

**4-3-2-1 Secret Mission Game Play Options**
In the 4-3-2-1 secret mission options version of the game, during board set up, each player (team) must independently decide and then secretly record the number 4, 3, 2 or 1 per game to authenticate which one of the following four missions they chose as the objective that they or their opponent must complete in order to win the game: to capture your opponent's four Amphibians (4), to capture your opponent's two Submarines and their

Destroyer (3), to capture your opponent's two Tanks (2) or, like in regular game play, to capture your opponent's Commander (1). In 4-3-2-1 secret mission options game play, either both players (teams) start the game with an objective they have chosen and not disclosed to their opponent or both players (teams) start the game not knowing what objective their opponent has chosen for them. Then, turn by turn, as the game develops, each player (team) tries to determine what the secret mission is as quickly as possible so that they can adjust their game plan and playing piece movements accordingly in a collective effort to achieve the game's objective.

In 4-3-2-1 secret mission game play options, anytime one of the first three missions listed above has been completed, it must be revealed whether or not the completed mission was the secret mission. If one of the three subject missions (4, 3 or 2) is the secret mission, the player (team) that completed the secret mission must, as a concluding task, advance any one of their remaining playing pieces to the starting position of their opponent's Commander. This last requirement, occupation of opponent's First row, is required of the ancillary missions to keep the armed forces engaged despite their varying objectives. This additional requirement does not apply when the object of the game is to capture your opponent's Commander.

**Ready, Aim, Fire Game Play Options**
In the ready, aim, fire options version of the game, Submarines, Destroyers and Tanks can fire an attack on a square that is directly Forward of their current position by either one, two, three, four or five squares. Each of the subject playing pieces has a limitation as to when they can use this ability and each playing piece can use this ability only once per game. Submarines and Destroyers cannot fire until they launch into water; whereas Tanks cannot fire while being transported by King Amphibians. Additionally, the playing pieces that can block (Tanks and Bombers) cannot be Fired Under or Fired Over by any playing pieces; thus they protect the playing pieces beyond them from being fired upon. When a player uses a turn to attack in this manner, no playing pieces physically move. An attack on a square being fired upon consists of an offensive player officially detailing a target attack and then blindly drawing a Platform Base from a collection of Platform Bases to determine if the attack was successful or not as follows.

If the attack is directly Forward one square, an offensive player must blindly draw their own Platform Base which is mixed with one of their opponent's Platform Bases for the attack to be successful (50%). If the attack is directly Forward two squares, an offensive player must blindly draw their own Platform Base which is mixed with two of their opponent's Platform Bases (33%). If the attack is directly Forward three squares, an offensive player must blindly draw their own Platform Base which is mixed with three of their opponent's Platform Bases (25%). If the attack is directly Forward four squares, an offensive player must blindly draw their own Platform Base which is mixed with four of their opponent's Platform Bases (20%). And if the attack is directly Forward five squares, an offensive player must blindly draw their own Platform Base which is mixed with five of the opponent's Platform Bases for the attack to be successful (17%). Playing pieces that have fired an attack are distinguished from those that have not by removing their Platform Base from underneath them. If an enhanced playing piece fires an attack, instead of removing its original Platform Base from underneath it, replace its original Platform Base with an opponent's Platform Base to represent that it has fired an attack. Finally, if an enhanced playing piece that has fired an attack subsequently loses it enhancement, remove both of its Platform Bases from underneath it.

With ready, aim, fire game play options, a successful attack on a playing piece results in the capture and removal of an opponent's playing piece from that square and the game. A successful attack on an enhanced playing piece results in the removal of the second Platform Base from underneath the enhanced playing piece being attacked. A successful attack on two playing pieces occupying one square results in the capture and removal of both opponent's playing pieces from that square and the game. Lastly, a successful attack on two playing pieces occupying one square where one or both of the playing pieces being attacked are enhanced playing pieces results in first removal from the game of any non enhanced playing pieces being attacked and then second removal of the second Platform Base from underneath any enhanced playing pieces being attacked (See Game Rules' Advanced Options & Two-On-One (Square) Game Play Options for additional information).

The ready, aim, fire game play options can be added to only one of the armed forces to even the playing field between players of various skill levels.

**Radar Game Play Options**

In the radar options version of the game, a Bomber can go stealth and be undetectable (i.e. hidden). In radar game play, Bombers can go into or out of stealth before any turn but then cannot attack on that turn. If a Bomber goes stealth, physically remove it from the game board and record its movements for future authentication. Bombers continue to move according to their abilities, when stealth, even to occupied squares, but the specific direction and new location of each movement is unknown to their opponent. Undetectable Bombers cannot attack Commanders. To combat this ability, opponent Fighters, Bombers and Commanders can implement radar to detect stealth Bombers. Each playing piece can use radar only once per game. Radar is always implemented before a turn begins. When radar is used, all opponent stealth Bombers must reveal their specific locations. Until they move again, exposed stealth Bombers can be captured by any playing piece that can move to their square so long as their square is physically unoccupied by another playing piece. Exposed stealth Bombers can be fired upon. Enhanced stealth Bombers can be attacked by any playing piece that can move to their square regardless of whether their square is occupied by another playing piece or not. Additionally, stealth Bombers always reveal themselves and physically return to the game board after they move to capture an opponent's playing piece(s); thus they can be attacked the turn after they attack. An imbalanced combination of undetectable Bombers and radar capabilities can be used to even the playing field between players of various skill levels.

Playing pieces that have used radar are distinguished from those that have not by replacing their Platform Base from underneath them with an opponent's Platform Base. If an enhanced playing piece has used radar, replace both its original Platform Base and its second Platform Base with two opponent Platform Bases. Finally, if an enhanced playing piece that has used radar loses its enhancement, remove the second opponent Platform Base from underneath it (See Game Rules' Advanced Options for additional information).

**Sonar Game Play Options**

In the sonar options version of the game, a Submarine can go underwater and be undetectable (i.e. hidden). When Submarines launch into water, they are at sea level. However, in sonar game play, Submarines can go underwater the turn after they launch into water. Submarines can submerge or resurface before any turn but then cannot attack on that turn. If a Submarine goes underwater, physically remove it from the game board and record its movements for future authentication. Submarines continue to move according to their abilities, when submerged, even to occupied squares, but the specific direction and new location of each movement is unknown to their opponent. Undetectable Submarines cannot attack Commanders. To combat this ability, opponent Submarines and Destroyers can implement sonar to detect submerged Submarines. Each playing piece can use sonar only once per game. Sonar is always implemented before a turn begins. When sonar is used, all opponent submerged Submarines must reveal their specific locations. Submerged Submarines that fire an attack must also reveal their specific locations. Until they move again, all exposed submerged Submarines can be captured by any playing piece that can move to their square so long as their square is physically unoccupied by another playing piece. Exposed submerged Submarines can be fired upon. Enhanced submerged Submarines can be attacked by any playing piece that can move to their square regardless of whether their square is occupied by another playing piece or not. Additionally, submerged Submarines always reveal themselves and physically return to the game board after they move to capture an opponent's playing piece(s); thus they can be attacked the turn after they attack. An imbalanced combination of undetectable Submarines and sonar capabilities can be used to even the playing field between players of various skill levels.

Playing pieces that have used sonar are distinguished from those that have not by replacing their Platform Base from underneath them with an opponent's Platform Base. If an enhanced playing piece has used sonar, replace both its original Platform Base and its second Platform Base with two opponent Platform Bases. If an enhanced playing piece that has used sonar subsequently loses its enhancement, remove an opponent Platform Base from underneath it. Playing pieces that have used sonar and have fired an attack are represented by adding an opponent's Platform Base underneath their original Platform Base. Finally, enhanced playing pieces that have used sonar and have fired an attack are represented by adding two opponent Platform Bases underneath their original Platform Base (See Game Rules' Advanced Options & Ready, Aim, Fire Game Play Options for additional information).

## Reinforcements Game Play Options

In the reinforcements options version of the game, each player (team) can independently reinforce their armed forces with from zero to five additional playing pieces by reintroducing captured playing pieces back into the game. The two opposing armed forces do not have to have the same reinforcements. Each player (team) must decide per game how many and which of its playing pieces to reintroduce back into the game as follows. The players independently select to receive from zero to five playing piece points. The two opposing armed forces do not have to have the same number of playing piece points but the players must agree to the distribution of points before the game begins. Then, as the game develops, with these playing piece points, the players reinforce their armed forces by exchanging their playing piece points for captured playing pieces based on each playing piece's point value. Per the Game Rules, each playing piece has a specific point value (e.g. Amphibian – 1 point, Tank – 2 points, Submarine – 3 points). Reinforcements are always reintroduced back into the game before a turn begins and at one specific location, the starting position of their own Destroyer. Through reinforcements game play, an imbalanced number and/or combination of reinforcements can be used to even the playing field between players of various skill levels.

## Extended Mobility Game Play Options

In the extended mobility options version of the game, add +1 to the Game Rules range of movement in every direction to Submarines, Destroyers, Tanks, Fighters and Bombers. For example, via extended mobility, Submarines can move one, two or three squares in any one of six directions along a straight path, either horizontally to the players (Left or Right) or diagonally to the players (Forward Left, Forward Right, Backward Left or Backward Right). With extended mobility, Fighters and Bombers can move either one, two, three or four squares in any one of four directions along a straight path, orthogonally to the players (Forward, Backward, Left or Right) or one, two or three squares in any one of four directions along a straight path, diagonally to the players (Forward Left, Forward Right, Backward Left or Backward Right). Like Submarines, Fighters and Bombers, via the extended mobility game play options, add +1 to the Game Rules range of movement in every direction to Destroyers and Tanks. The extended mobility options game play increase in range of movement does not apply to Amphibians, Helicopters or Commanders. Extended mobility can be added to only one of the armed forces to even the playing field between players of various skill levels.

## Limitless Armed Forces Game Play Options

In the limitless armed forces options version of the game, each player (team) must decide per game how many and which of its playing pieces to use as follows. The players independently select to receive an arbitrary amount of playing piece points (e.g. There are 45 playing piece points per side in regular game play). The two opposing armed forces do not have to have the same number of playing piece points but the players must agree to the distribution of points before the game begins. Then, with these playing piece points, the players create their armed forces by exchanging their playing piece points for playing pieces based on each playing piece's point value. Per the Game Rules, each playing piece has a specific point value (e.g. Amphibian – 1 point, Tank – 2 points, Submarine – 3 points). To complete board set up, each player places their playing pieces on the game board in starting positions, within limits, as arbitrarily agreed to per game by the players. Through limitless armed forces game play, an imbalanced number and/or combination of armed forces can be used to even the playing field between players of various skill levels.

## Limitless Territories Game Play Options

In the limitless territories options version of the game, the game is played on multiple two square by two square Land / Sea territory tiles. The game is not played on the included game board. Each territory tile is double sided and can be used as a two square by two square Land territory tile or a two square by two square Sea territory tile. The players decide per game how many territory tiles to use, the unique layout of the territory tiles and whether each territory tile will be a Land tile or Sea tile. Finally, for clarification, when the players' own Land areas of the board are not completely separated by a Sea area of the board, opponent's Land is defined as arbitrarily agreed to per game by the players (e.g. any Land square on opponent's side of the board, any Land square that is within five rows of opponent's First row, the row closest to opponent's seated position).

**Opponent (Playing Piece) Control Game Play Options**
In the opponent control options version of the game, the players can take control of their opponent's playing pieces. During an attack, a player has the option to commandeer their opponent's playing piece(s). If a player decides to take control of, instead of capturing and removing from the game, their opponent's playing piece(s), first remove the attacking playing piece(s) from the game as a transitional sacrifice of the attack and then second physically turn the playing piece(s) being attacked 180 degrees to represent the change of control. Once taken, opponent controlled playing pieces can be used as if they are a player's own playing pieces. Opponent controlled playing pieces cannot be attacked on the turn after their transition. Continue to add or remove Platform Bases from underneath opponent controlled playing pieces throughout the game as if no transitions have occurred. There is no limit to the number of playing pieces that can be taken under opponent control. In fact, opponent controlled playing pieces can be retaken and thus be returned to their original armed forces. Finally, there is no limit to the number of transitions that can occur to any given playing piece.

The opponent control game play options can be added to only one of the armed forces to even the playing field between players of various skill levels.

**Electromagnetic Pulse (EMP) Game Play Options**
In the electromagnetic pulse options version of the game, each Commander can fire an electromagnetic pulse once per game. Commanders have a limitation as to when they can use this ability. Commanders cannot fire an electromagnetic pulse unless at least one opponent playing piece is On their Land. An electromagnetic pulse must be fired by a defensive player before an offensive player begins their turn. The electromagnetic pulse prevents any activity from occurring during that turn. Thus, the result of firing an electromagnetic pulse is that the player on offense loses their turn. Commanders cannot be attacked on the turn after a player fires an electromagnetic pulse.

Commanders that have fired an electromagnetic pulse are distinguished from those that have not by removing their Platform Base from underneath them. If an enhanced Commander fires an electromagnetic pulse, instead of removing its original Platform Base from underneath it, replace its original Platform Base with an opponent's Platform Base. If an enhanced Commander that has fired an electromagnetic pulse subsequently loses its enhancement, remove both of its Platform Bases from underneath it. Commanders that have fired an electromagnetic pulse and have used radar are represented by adding an opponent's Platform Base underneath their original Platform Base. Finally, enhanced Commanders that have fired an electromagnetic pulse and have used radar are represented by adding two opponent Platform Bases underneath their original Platform Base.

The electromagnetic pulse game play options can be added to only one of the armed forces to even the playing field between players of various skill levels.

**Nuclear Bomb Game Play Options**
In the nuclear bomb options version of the game, each Bomber can drop a nuclear bomb once per game. Players must announce their intention to drop a nuclear bomb prior to their opponent's turn which gives their opponent one turn to prepare. The nuclear bomb removes every playing piece from the game that is not on one of the twenty eight outside squares of the board. As a deterrent, there is a 50% chance of immediate defeat for initiating the nuclear bomb option. For a game to continue past the nuclear bomb initiation process, a player must blindly draw their own Platform Base which is mixed with one of their opponent's Platform Bases (50%).

Bombers that have dropped a nuclear bomb are distinguished from those that have not by removing their Platform Base from underneath them. If an enhanced Bomber drops a nuclear bomb, instead of removing its original Platform Base from underneath it, replace its original Platform Base with an opponent's Platform Base. If an enhanced Bomber that has dropped a nuclear bomb subsequently loses its enhancement, remove both of its Platform Bases from underneath it. Bombers that have dropped a nuclear bomb and have used radar are represented by adding an opponent's Platform Base underneath their original Platform Base. Finally, enhanced Bombers that have dropped a nuclear bomb and have used radar are represented by adding two opponent Platform Bases underneath their original Platform Base.

The nuclear bomb game play options can be added to only one of the armed forces to even the playing field between players of various skill levels.

**Land Mines Game Play Options**

In the land mines options version of the game, each player (team) can independently plant from 0 to 2 land mines, On Land, on their own side of the board. The two opposing armed forces do not have to have the same number of land mines. Each player (team) must decide per game how many land mines to plant. During board set up, each player (team) must independently decide and then secretly record the location(s) of the mine(s) they decide to plant. The land mines can only be planted on Land squares either in the Fifth row per side (i.e. on Land squares that are initially occupied by Amphibians and Destroyers) or on Land squares that are initially occupied by Air playing pieces (i.e. on Land squares that are initially occupied by Helicopters, Fighters and Bombers). The first Land playing piece (Amphibian, Tank or Commander) that moves through or to a Land square where a land mine has been planted is removed from the game at the end of the turn. No opponent playing pieces are captured during said turn. Verification of each secretly recorded land mine is required. Any playing pieces (Tanks) being transported by transporting Land playing pieces (King Amphibians) that move through or to a Land square where a land mine has been planted are also removed from the game. Playing pieces that move through or to a Land square where their own land mine has been planted are also removed from the game. Through land mines game play, an imbalanced number of land mines per side can be used to even the playing field between players of various skill levels.

**Naval Mines Game Play Options**

In the naval mines options version of the game, each player (team) can independently plant from 0 to 3 naval mines, In the Sea, on their own side of the board. The two opposing armed forces do not have to have the same number of naval mines. Each player (team) must decide per game how many naval mines to plant. During board set up, each player (team) must independently decide and then secretly record the location(s) of the mine(s) they decide to plant. The naval mines cannot be planted in the two Sea squares per side that are directly Forward of the Submarines starting positions. The first Sea playing piece (Amphibian, Submarine, Destroyer or Commander) that moves through or to a Sea square where a naval mine has been planted is removed from the game at the end of the turn. No opponent playing pieces are captured during said turn. Verification of each secretly recorded naval mine is required. Any playing pieces (Helicopters or Tanks) being transported by transporting Sea playing pieces (Destroyers or King Amphibians) that move through or to a Sea square where a naval mine has been planted are also removed from the game. Playing pieces that move through or to a Sea square where their own naval mine has been planted are also removed from the game. Through naval mines game play, an imbalanced number of naval mines per side can be used to even the playing field between players of various skill levels.