Summary sheet for the game THE IMPERIALIST

INTRODUCTION

Welcome to the world of THE IMPERIALIST, a world that is incredibly exciting, very stressful and super realistic. There are good finance and military games on the market, but I wanted something more. I decided to combine elements from both of these worlds into one supergame, and THE IMPERIALIST was born.
This in not the ordinary family game - this is something much more. A game for the real game enthusiast!

KEY FEATURES

If you want to master finance and warfare, this is your game. The game is set in the era of WW-II, but it does not try to mimic the history at all. The gameboard consist of a world map. On the gameboard there is an outer rim with all of the countries on the map. Here your president will move, and here the financials are dealt with. The inner game board consists of a world map which has a grid of squares where you move your military equipment. Here you conquer the world.
Here is a link to a short video: https://youtu.be/GRJZbJ6CDSw

You choose your own "home country" of your empire anywhere in the world. You need to secure enough colonies and partners to survive and to receive financial income and benefits. At the same time, you must build up your military strength to be able to defend yourself and ultimately defeat your opponents. Key features that separate this game from other games on the market are:

- Very high level of excitement
- Multiple strategical options to play and win
- Visually engaging gameboard – a big world map (120*67 cm)
- The gamers game. Not for beginners

Number of players: made for 2 players or 4 players forming 2 alliances.
Length of game: up to 4 hours, but can also end quickly, within 30 minutes in a blitz krieg scenario.
Age: 12 -80
I envisage the game to be sold in a tube, like a military map from the second world war. This would make it stand out and keep production costs low. Would also be something new on the market. Alternatively, the board can made of 3 pieces of 6-folded sheets.

THE GAME FLOW

Each player starts by choosing a "home country" which you must defend at all costs. This can be any country in the world, and this opens up for a new game flow each time. The countries in the world are grouped into 65 areas, and each has a certain value indicated as points from 1-5. You must conquer a certain number of Colonies to acquire enough Colony points. You must also purchase a certain amount of Partner countries giving you enough Partner points to survive.
Your "President" will move on the outer rim of the game board. Here is a square for each of the countries. You get funds from the Bank when coming to so called "Money Pits" provided you fulfill minimum Colony and Partner points requirements. You also pay and receive rent either from the bank or your co players. With the money you have, earn, or borrow you can buy military equipment. You need military equipment to keep your Colonies and to conquer your enemy. You move on the bord and fight by rolling the dice.
You can have a strategy to try to focus on financial supremacy OR military power and conquest. This is not so easy as you always have to take your enemies actions into account, and you actually cannot know what your enemy is planning.

The game can end in many ways, financially or militarily:

- You home country is invaded.
- You lose your last Army.
- You have to few Colony or Partner points.
- You are unable to pay rent to your opponents or repay your loan to the bank.

Is this a luck or a strategy game considering that you use a dice to move and in battle? I think the strategy part clearly wins. You chose your strategy as you feel fit, and the dice resembles the real world: financial markets ups and downs, weather conditions on the battlefield, the skill of your military commanders, the quality of your military equipment etc. Sitting in the command centre things do not always go your way, and in this game, you will really feel this hit you time after time.

TEST PLAYERS COMMENT

The game has been in development for some time now. Players can still vividly remember certain exiting situations that happened in a game in the past. What better player feedback can you get?

Players have correctly noted that this is a demanding game. You cannot relax during the game as there are many elements to consider all through your own turn and during the turn of your opponents – not a dull moment. Also, the ability to win in so many different ways has been seen as a very good point. The realism in the game and of the game board has been highly appreciated.

GAME MATERIAL

The game consists of the following material:

- Currency, 125 bills in different denominations
- 65 Colony certificates, 53 Partner certificates and 14 Loan certificates
- 4 dices in 2 different colours
- 4 wooden Presidents
- 8 wooden Home bases = wooden crown
- 268 cardboard tiles representing military equipment in 4 colours and 13 different layouts

The tiles have symbols representing military bases, factories, cargo ships, 3 types of military ships, panzer divisions, armies and transport equipment.

EXPANSION PACKS

There are plans to introduce expansion packs increasing the versatility of the military equipment. You could introduce an air force, submarines, and the ability to be able to focus your military strength more on either ground forces or marine power.

Development ideas are welcome by email at magnus.segercrantz@gmail.com

