

## Project Name:

Softwar

## Website Address:

Animated introduction - <http://softwar.co.uk>

Information - <http://softwar.co.uk/info>

Images - <http://softwar.co.uk/image-showcase>

## Theme:

Contemporary/near future Tactical Cyberespionage.

## Mechanics:

Dice as pawns; Abstract; Army builder lite; Limited material; Maximised replayability; Custom starting setup; Multiple win conditions

## BGG Link:

The board game geek entry for Softwar is currently being reviewed. These fine folks have a lot of work on so I can't estimate when this will be ready – please email [notify@softwar.co.uk](mailto:notify@softwar.co.uk) with the subject 'BGG Link' to be notified when this item is available.

## Key People:

Design and Production, Benjamin Green

Art, James Thornhill

## Publisher:

RepublicOf1

## Project Overview:

Ben first conceived of the game fulfil an invitation to design a project for the GameCity 9 festival in 2014. The part of this project that was eventually to become softwar, was actually a tutorial mode for the core experience created for that show, multiplayer game called Massive Dicewar, originally designed for 20+ players. Ben found that players were very keen to repeat and repeat this experience and after the show developed the game further.

Over the subsequent years, Ben has worked towards two objectives:

1. Develop the experience to represent the kind of spycraft that is written about by John Le Carré (a quiet, thinking, calculating hunter, very much avoiding the lazy clichés of the gentlemen spy or lone assassin).
2. Produce a product with the best quality components that as much as possible, are sourced from within the UK, with the aim to reduce lead times and allow for iterative development of prototypes and demonstration versions.

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Softwar has been developed in front of players since the very start. This has been hugely valuable and at times very challenging. On the one hand, it has led to periods of massive progress because to the rate of change that can be handled with a steady flow of players. On the other, it led to a much more visible process leading some to wonder if the project will ever be finished! Thankfully this period is now drawing to close as the game has now reached a stable beta version and demonstration copies have been produced – all within the UK (see components list).

## Gameplay Synopsis:

In Softwar you are playing as the spy in charge of a cyber-intelligence operation.

Over alternating turns you and your opponent will attack or protect a number of assets. You do this using a collection of handpicked dice, representing agents - digital programs designed specifically for spycraft.

On your turn, you may Move, Support and Attack with any number of your agents. In addition to these basic actions, each of your agents has access to an additional special action. These special actions are selected by you from a number of possible options at the start of the game.

The value shown on an agent's dice is its state, an indication of the current health of the agent's programming. As an agent is attacked, its state will reduce. If an agent's state value is ever reduced below one, it is eliminated (made unavailable for the rest of the game).

Softwar is played on a hexagonal grid with a number of tokens placed as terrain within it. The board is set up by both players following an algorithm. This means that while each setup is balanced, you will find areas of particular advantage or danger that will need to be managed.

When choosing your agents, you will have access to a number of dice in each of the six standard types. The dice collection that you choose will affect the number of active agents and the total number of special actions that you can allocate during the game. Any agents that are not active, are held back in reserve, ready to reinforce your operation when needed.

To win, you must break into three (of four) of the assets under the protection of your opponent before they can do the same to you. However, if either player runs out of agents before this can happen, that player loses the game automatically.

## Features:

Players: – two copies together let you play 3-4 players

Game time: 1-2hrs dependent mainly on how well matched players are

Recommended Table Space: 75cm<sup>2</sup>

Included components:

- 1 batch made laser cut board

- 50 batch made laser cut tokens including 8 differently engraved asset tokens

- 70 assorted dice – see press-colours download for planned colour combinations of the above

  - A version will be available to increase dice

- 14 special rules card types (2 of each)

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6 dice type reference cards (2 of each)

2 micro suction cups, for in game removal of inlaid tokens

All components made in the UK except for suction cups which are made in Germany

## Commendations:

Softwar (known as Dice War at the time) was created at the request of Jonathan Smith working with the GameCity Festival for GameCity 9 (2014)

Softwar was officially selected for 2015 EGX Rezzed's Leftfield Arcade (2015) and was the only non-digital game selected

Softwar was directly requested and shown to be shown at the National Videogames Arcade's celebration of International Tabletop Day (2016).

## Exhibition:

Softwar has been shown at the following events over the past 4 years, with a primary aim of rapid largescale playtest and refinement.

- Airecon
- EGX Rezzed
- Gamecity
- Lavecon
- National Videogames Arcade
- The Cast Are Dice
- UK Games Expo

Softwar is unlikely to go on further large event exhibition, but will be doing a limited tour of smaller venues. Dates and locations TBC.

## Release:

Softwar is planned to be launched on to Kickstarter in 2019; exact release date TBC. Confirmation of any planned dates will be posted as on the news section of <http://softwar.co.uk/info>. – please email [notify@softwar.co.uk](mailto:notify@softwar.co.uk) with the subject 'Release Date' to be notified when this item is available.

## Resources:

Box art: Not yet available – please email [notify@softwar.co.uk](mailto:notify@softwar.co.uk) with the subject 'Box Art' to be notified when this item is available.

Print resolution colour combination renders: [download](#) (47.1MB)

Print resolution board shots: [download](#) (74.3MB)

Current ruleset, demonstration copies (subject to availability), interviews or meetings can be arranged via [press@softwar.co.uk](mailto:press@softwar.co.uk)

## Contact and social:

General content access requests: [press@republicof1.co.uk](mailto:press@republicof1.co.uk)

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