

MoD Games bring you a new source of family entertainment for Christmas - Future Aircraft Carrier (CVF): The Board Game.

A game for 1 to 6\* players, mental ages 5 - 65.

\* The player representing the Government has 45 identical pieces to control.

#### Contents

- \* One game board (circular)
- \* 3 / 5 / 15 magnetic playing pieces which together form one highly realistic aircraft carrier (This is currently subject to further Design Review. Pieces will be sourced from UK suppliers only - exempt under Article 296)
- \* Blame point cards
- \* 'special' cards (for examples see below)
- \* 2 dice (unloaded)
- \* 50 high quality plastic pieces to represent players (note: sourced from VfM producer in a reverse-auction competition)
- \* £3.9bn in Resource Accounting money (denominations = £1bn, £1m, £1. N.B. This sum may change before delivery if required for Education, education, education : The Board Game or Oh no, not f\*\*\*\*\*g Health : The Board Game)

#### Rules

Each player represents a company in making or Government interested in saving the most money building the CVF. At the start players are given 100 blame points each for use during the game.

Prior to the game starting players can agree whatever coalitions, alliances or rules they wish for tackling the game. The Government may change these at any time.

Players roll the dice and move around the circular board - each time the last participating player does a full circuit of the board (i.e. passes the 'receive more development funding' square) another game year passes.

Players are eliminated when they have (a) run out of money, (b) received 250 blame points or (c) been taken over by another player (or nationalised by Government).

Special cards have the following effects;

1. 'Get module' which issues pieces of the CVF, regardless of the player's actual ability to use their monopoly money to construct it.

Once a player has a module of the carrier they have to join the magnetic pieces together -

should they fail to join them logically on first attempt each other player gets to award blame points at their discretion to them.

2. 'Go to No.10' . This resets the game.

3. The 'NAO' card results in one player receiving 100 blame points - if Government is that player there is no effect until after conclusion of the game.

4. The 'Monopolist supplier' card enables the player to 'throw a wobbly' and either cause the Government player to miss three turns or freeze out another player from further participation in their own right.

5. The 'Grumpy Treasury' card causes each player to pay government £100m in cash or the game to end (if a six is thrown).

6. The 'Departmental mismanagement' card causes the procurement budget to collapse ending the game prematurely. Should this card be drawn Government receives 249 blame points and players £1m in compensation. As this is Resource Accounting money its current cash equivalent is unclear.

ORDER NOW IN TIME FOR CHRISTMAS 2012 (or thereafter)

Note : Final delivery will not be confirmed until you have made your Investment Decision.

Please also note : MoD Games is the Preferred Bidder for a PPP to bring you games based on MoD procurement programmes. Financial Close on the scheme started in 2001, and according to a spokesman is expected "shortly".

This offer is only available in the U.K. Non residents may find the concepts herein incomprehensible. Now you know what we have to live with.

COMING SOON to a Main Gate near you: ...The DIS expansion pack - "its the game within a game which is disconnected from reality"