**PixelBurn Team Members -** **Jon Rios, Christopher Tapia, Connor Hollis, Kyle Morrand, Max Hitzemann**

Paper Prototype Gameplay YouTube Link - <https://www.youtube.com/watch?v=Kya6RzuDvbw&feature=youtu.be>

Rule Sheet for Fury’s End

1. Players win by defeating all enemy units or by capturing all bases on the field.
2. Each player starts off with three characters.
3. All three characters must be spread apart from one another (3 spaces from the right and 2 spaces from the left of the middle character).
4. To begin, one player must win a RPS Battle (Rock, Paper, Scissors), which determines who will go first.
5. Each player receives 1 die to roll and the number that is rolled will determine how many spaces available to move in a single turn.
6. Trees take two spaces to move across and mountains take three spaces to move across
7. Players have the option to forfeit their turn.
8. The map starts off with four neutral bases.
9. To capture a base, a player must land on it and stay on the base for one turn.
10. Once a base has been captured, the player receives 1 token on their next turn and an additional token for every turn that the base stays under their control.
11. If a player stands on an opposing base, the player can capture it after two turns.
12. Seven tokens equal one additional character, and once a character has been purchased it will not become available until the next turn.
13. Additional characters must spawn on the corner furthest from the closest opposing team character.
14. When two characters occupy one space, a RPS battle begins.
15. The first player to win the RPS battle will receive one token and the loser will have one character deducted.