



Duel For Tiantzu

Genre: A mix of battle royale game and turn-based card game

Platform: Tabletop Simulator

GameTime: 15min - 20min

Number of Players: 2

Duel for Tiantzu is a two-player card game based on the traditional Chinese novel Journey to the West, in which the most popular character from Journey to the West, Sun Wukong's skill, 72 Changes, has been transformed into cards that players use to battle against another famous character, Erlangshen, who also uses this skill. And the game introduces the Battle Royale drug-running mechanic to speed up the pace of the game. Players can utilize their cards to gain various attack or recovery, movement effects, and deplete the opponent's blood to win the game.

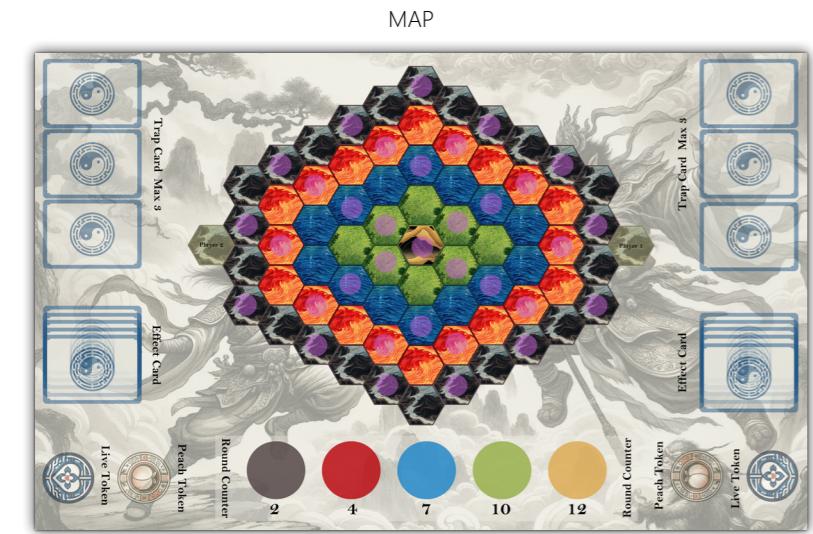
Rulebook

1 Game Components

- 1D4 Dice
- Map
- Character tokens
- Cards (72 cards)
- Peach Tokens (100 tokens)
- Life Tokens (40 tokens, 20 for each player)

2 Basic Rules

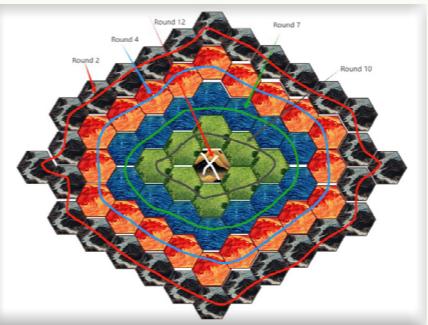
- The game is divided into major and minor rounds. A major round means that both players have ended their turns, and this is when the poison circle round is recorded (it is suggested that the Prst player records the number of rounds). A minor round occurs when one of the two players ends their turn, and all card effects operate on a minor round basis.
- Cards are categorized into four types: **Attack(red circle)**, **Trap(green circle)**, **Movement(blue circle)**, and **Recovery(Yellow circle)**.



Healing cards(yellow circle). Cards are non-renewable after being played. Note: Players need to place Trap cards on any side of the game map, face down, to indicate that they have been played. Additionally, if other cards specify an effect, they should be placed face up on any side outside of the map until the card's effect expires, after which they are discarded. The healing effect of Healing cards can be used even when a player is at full health. However, each player's HP limit is 20, and only the card drawing effect of the Healing cards applies.

- Peach Tokens on the map are non-renewable resources. When players pick them up, they must take the peach and place it in front of themselves. Whenever peaches are consumed (e.g., using a card or losing peaches in other ways), players must place an equivalent amount of peach from in front of them to the side of the game map, indicating that the peach has been consumed.

- The distance a player moves is determined by the roll of a 1D4 dice plus the distance on a Movement card. Roll the 1D4 die first, then use the Movement card.
- All players' cards come from the same deck.



- The poison circle refreshes from the outer ring towards the inner ring, refreshing at major rounds 2, 4, 7, 10, and 12. Once the poison circle appears, players cannot stand in the poison circle area, otherwise, they will lose HP. In the second major round, 1 HP is lost, in the fourth major round, 2 HP, in the seventh round, 3 HP, in the tenth round, 4 HP, and in the twelfth round, 5 HP.



- The Prst player performs the round count. A round count is only necessary after a major round has passed (i.e., after both players have finished their turns). Then, the round count token is moved to the corresponding round. The area for round counting is located at the bottom of the map.

- Players do not lose HP when they actively enter the poison circle area. The deduction of HP due to the poison circle occurs only at the beginning of a player's turn.

- The second player receives a compensation card, the 'Huge Peach' card, which provides compensation for the second player.
- When either player's HP reaches 0, the game ends.



3 Game Preparation Phase

• Setting Up Game Props

Players set up various game props such as Peach Tokens. Peach Tokens need to be placed according to the coin placement markers on the map, along with player characters, etc.

• Determining Play Order

Players determine the order of play by rolling a 1D4 dice. The player with the higher number goes Prst.

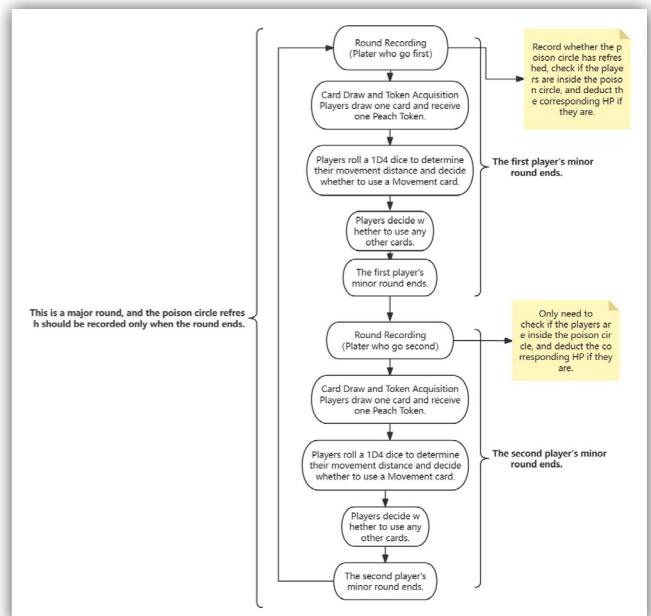
• Initial Resources

Each player receives three initial Peach Tokens and draws three cards. The second player receives a compensation card, the 'Huge Peach' card, which provides compensation for the second player.

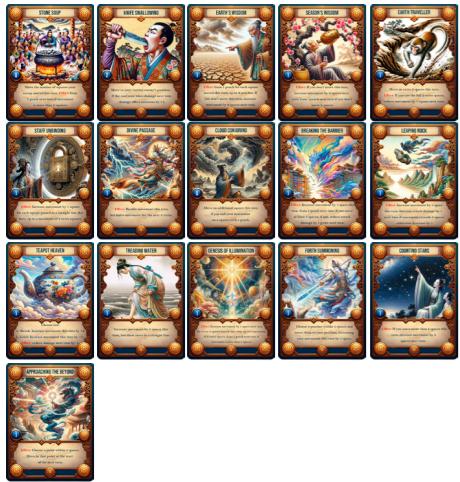
• Life Tokens

Each player gets 20 Life Tokens.

4 Game Flow



Cards Display

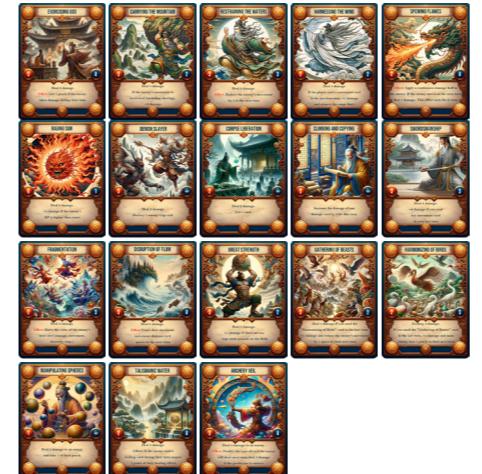
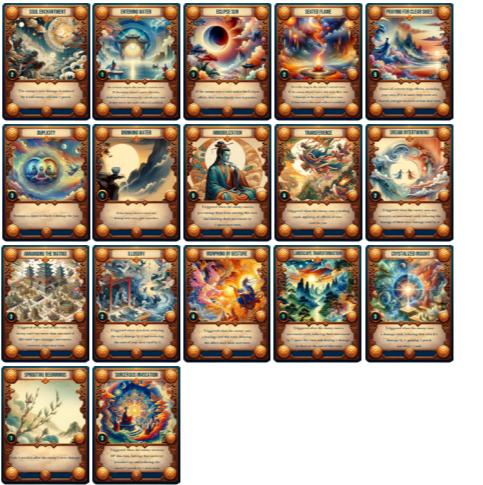


Move Cards

The purpose of designing this type of cards is to help players in the early stage to be able to quickly obtain the peach resources on the map, to establish economic advantages, occupy positions favorable to their own design, the movement type of cards in the game into the later stages of the role of less.

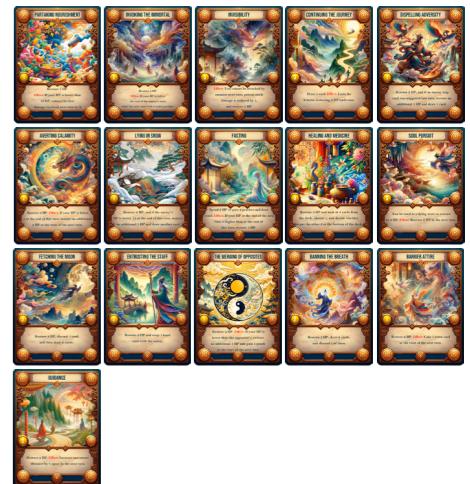
Trap Cards

Trap cards are very interesting cards in this game, the attribute of the cards in the early game or late game can play a very important role, is the focus of the game between the players, the reasonable use of their own trap card can play a role in turning the tide of battle.



Attack Cards

Attack cards for the game's core offensive means, offensive cards can help players in the early consumption of the enemy's blood, and in the later stages of the game to play a hammer effect, the reasonable use of offensive cards to obtain the final victory of the game.



Recovery Cards

Response cards in the early stages of the game design only have the effect of reply, which leads to the effect of this type of card is very ribbed, even if you adjust the value of the effect of the reply is not enough to motivate the player to consume a limited amount of gold on this type of card, so in the final design I added the effect of the overcard, so that this type of card can be used to get a better effect.

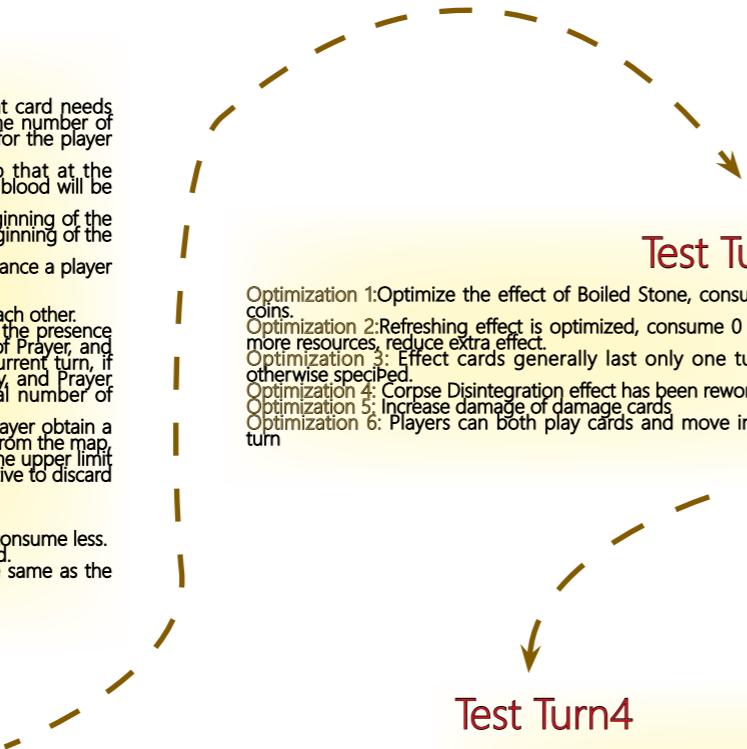
Playtest Log

Test Turn 1

- Optimization 1: How to use the movement card, the movement card needs to be played at the beginning of your side's battle, deducting the number of existing gold coins as a priority, and adding the movement buff for the player before they can move and pick up gold coins.
- Optimization 2: Poison Circle damage will be prioritized, so that at the beginning of the player's turn, the first to deduct the amount of blood will be deducted.
- Optimization 3: The refresh time of the poison circle is at the beginning of the Xth round, i.e. the poison circle is immediately refreshed at the beginning of the round, and the player's blood quantity is immediately deducted.
- Optimization 4: Attack distance = movement distance, i.e. the distance a player walks out three squares is the attack distance.
- Optimization 5: Trap cards can only exist on the Field for 3 turns.
- Optimization 6: Characters can be placed on the map on top of each other.
- Optimization 7: Prayer: Prayer itself is considered a trap card, so the presence of 2 or other trap cards on the Field can trigger the special effect of Prayer, and Prayer is an instantaneous card, that is, Prayer is used in the current turn, if the conditions are met, the effect can be triggered immediately, and Prayer provides an additional turn is not counted as part of the total number of rounds.
- Optimization 8: The way of obtaining game resources, can the player obtain a new gold coin after each turn update, instead of only obtaining it from the map, if not, does the player need to set the upper limit of hand cards, the upper limit is X cards, if more than X cards, the player needs to take the initiative to discard the cards, is the discarding of cards active or passive?
- Optimization 9: Active into poison, no damage.
- Optimization 10: change the pre-gold from 5 to 3
- Optimization 11: Enhanced movement cards, all movement cards consume less.
- Optimization 12: Add effects, cards with effects will stay on the Field.
- Optimization 13: Response card card base, spend gold to be the same as the card recovery effect.

Test Turn 2

- Optimization 1: Each player can place up to 3 trap cards on the Field at the same time, so there can be up to 6 trap cards on the Field.
- Optimization 2: Move cards can be used in conjunction with a move, and their activation time is after the player has moved, both other cards will take up the move's turn, while the move card will not take up the move's turn
- Optimization 3: The effects of all effect cards are triggered after the card is drawn.



Test Turn3

- Optimization 1: Optimize the effect of Boiled Stone, consume 0 gold coins.
- Optimization 2: Refreshing effect is optimized, consume 0 coins, gain more resources, reduce extra effect.
- Optimization 3: Effect cards generally last only one turn, unless otherwise specified.
- Optimization 4: Corpse Disintegration effect has been reworked.
- Optimization 5: Increase damage of damage cards.
- Optimization 6: Players can both play cards and move in the same turn

Test Turn4

- Optimization 1: Compensation for backhand players?
- Optimization 2: Players must decide if they are moving or not at the beginning of their turn, they can pass their turn or just play cards without moving, but if they don't move, they must tell their opponent to play at the end of their turn.
- Optimization 3: Increase the number of ways for players to pass cards, half of the reply cards will have a pass effect, and the damage cards will select 2-3 cards with a pass effect.

