

Swords & Sorcery Play Test and Use Cases

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1 Description

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Each contributor's section begins with a title area containing that segment's author's name.

2 Play Test Results

It is often noted in the education industry that one of the best ways to learn is through hands-on experience. In order to understand the steps involved in the game-play of Swords & Sorcery, we performed a play test. Though limited by factors of time, the play test did provide us with a basic understanding of the game's movement, combat, and magic mechanisms.

Due to the time limitations of our schedules and our eagerness to play the game, we ignored pieces of the rules during this play test, so that our understanding of the fundamentals could be optimized. Therefore, we set up one of the two-player scenarios, but ignored the neutral players. This eliminated a great deal of searching through the deck for characters, and cut down our setup time significantly. However, it did mean that the issues of diplomacy and invasions were ignored altogether. In the interest of time, we justified this decision. There were also no monsters or vortices involved in this scenario, and we did not have time (or reason) to make use of a portal. We feel that ignoring these issues was a necessary cost in order to fully grasp the fundamentals in the time that we had.

Additionally, during the hour and a half that we played, we made it through only setup and two game-turns. This allowed us to move troops several different times and understand the limitations involved in movement. It also allowed for several rounds of combat since the

nations involved were set up in relatively close provinces. Each side had a magic character and a character with leadership, so we were able to explore these principles as well.

In only two turns, no victory conditions were met, so we did not get to experience the end-game situation. However, we did discover several things while playing Swords & Sorcery:

- Several tasks such as setup, determining random events and random movement, determining combat results, keeping track of the suns' positions, keeping track of manna points, player order determination, demoralizing retreating characters, and discovering what happens when a higher-level spell is attempted can be automated and take a great deal of time otherwise.
- It is easy to forget the counterspell phase.
- We lost track of which spells were in effect somewhat easily

3 Work Load Split

We split our work load the following way:

3.1 Clifford

- 4 - Sequence of Play for the Army Game
- 5 - Random Events
- 7 - Movement
- 8 - Stacking
- 9 - Zones of Control
- 27 - Scenario 7
- 28 - Scenario 8
- 29 - Scenario 9

3.2 Drage

- 13 - Combat
- 14 - Effects of Characters on Combat
- 15 - Demoralization and Rallying
- 30 - Scenario 10
- 31 - Scenario 11
- 32 - Scenario 12

3.3 Goes

- 16 - Special Terrain Types
- 17 - Monsters
- 20 - Scenarios
- 33 - Scenario 13
- 34 - Scenario 14

3.4 Jaszkowiak

- 10 - Magic
- 11 - The Suns
- 12 - Spells
- 21 - Scenario 1
- 22 - Scenario 2
- 23 - Scenario 3

3.5 Westrope

- 6 - Player-Order Determination and Alliances
- 18 - Diplomacy
- 19 - Special Rules for the Army Game
- 24 - Scenario 4
- 25 - Scenario 5
- 26 - Scenario 6

This cover sheet compiled by Tyler Jaszkowiak.

Swords & Sorcery Use Cases

Colin Clifford

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Distinct player tasks for [4.0] Sequence of Play

1. Player ends the current inter-phase
2. Player examines the player order

Distinct player tasks for [5.0] Random Events

1. Player examines the result of the random event "roll"

Distinct player tasks for [7.0] Movement

1. Player moves a unit or character to a destination hex.
2. Player views whether or not a unit or character has moved yet, and how many Movement Points it has left.
3. Player examines what tiles a unit or character can reach.
4. Player makes a flying unit pick up one or more characters.

Distinct player tasks for [8.0] Stacking

1. Player views the composition of a stack
2. Player selects a unit from a stack
3. Player selects which units to eliminate from an oversized stack

Distinct player tasks for [9.0] Zones of Control

1. Player views the current friendly and enemy zones of control in effect

Computer Adaptation of Random Events Inter-Phase

Random events don't require any player interaction. But they still have a large impact on the game.

At the minimum the player should be able to see which random event the computer "rolled" and have a chance to look at it.

Ideally there would be some fancy graphics, like volcanoes erupting, or die or slot machine rolling.

Gameplay-wise random events can be kept exactly as is.

Use cases for Sequence of Play

Case: Inter-Phase End

Summary: In some phases of play the player may be able to explicitly end the phase. For example if they want to end the movement phase before moving all their units

Steps:

- * The user selects an "end phase" option
- * The program ends the phase.

Case: Examine Play Order

Summary: While player order can be decided automatically, the user needs a chance to examine it after it is determined

Steps:

- * The game determines player order and shows the player
- * The player views the order and then acknowledges the information

Use cases for Random Events

Case: Examine Random Event

Summary: When a Random Event happens the player can examine it

Steps:

- * The game chooses a random event and shows it to the player
- * The player views the event and then acknowledges the information

Computer adaptation requirements assessment

0.1 Movement

In the board game movement is done one hex at a time. This isn't too inconvenient when the terrain is straightforward, as a player can move a unit quickly across several hexes, mentally counting their movement points as they go.

However movement can quickly get complicated. Terrain cost, demoralization, spells, dragon tunnels, etc. all quickly add up to a lot to keep track of.

Fortunately the computer can do most of this mental work, while causing minimal change to the board game gameplay.

The computer could display which tiles a unit could reach (along with which tiles are under enemy control), and allow moving to any of them in a single user action. Furthermore it could display all the different effects that can change terrain, such as magical bridges, weather, or walls.

Without getting too bogged down in interface details, here is a quick sketch showing the idea:

Figure 1: An example of a system displaying what tiles a unit (U) can reach including the pertinent zone of control of an enemy (E)

This should all have minimal effect on gameplay. A couple spells such as "Planar Return" might need a bit of tweaking, but that's it.

Optionally, if we wanted to be evil, the computer could let users route their units over the bottomless plungehole without warning.

Stacking and Zones of Control

The gameplay of Stacking and Zones of control can probably be left mostly unchanged, but there are some presentation concerns.

Zones of control could be displayed for the entire map whenever the user desires, or when the player is moving a unit.

A player would need some way to see the composition of a stack. Perhaps by "hovering" over the stack. They also need some way to select units from a stack.

It might also be desirable to allow users to move stacks as one unit, but this would merely be a small convenience feature, and isn't strictly necessary.

Players should be warned (through a pop-up box or similar) if they're overstacking in the movement phase in such a way that units would be eliminated at the end of the movement phase.

Alternatively players could be prevented from overstacking units in the first place, which would avoid the need for an explicit warning, but could have gameplay implications I'm not aware of.

Use cases for [7.0] Movement

Movement

Goal: To move a unit to a different hex.

Precondition: It is during the player's Movement Phase.

Summary: A player moves a character or unit to a destination hex that is reachable by said unit or character.

Related Use-Case: See reachable tiles

Overstack Warning

Select from stack

Steps:

1. The player selects a unit or character they control (possibly out of a stack).
2. The game displays which hexes the unit or character can move to.
If the unit would regenerate less mana if they move, the game would warn about this.
3. The player selects a valid hex they desire to move to.
4. The game moves the unit or character to that hex.

Alternative: If the user cancels movement or the selected unit or character cannot move, then no action is taken.

Carry

Goal: To have a flying unit carry one or more characters.

Precondition: It is during the player's Movement Phase.

Summary: A player has a flying unit pick up one or more characters

Related Use-Case: Movement

Steps:

1. The player selects a flying unit or monster they control (possibly out of a stack).
2. The game displays which hexes the unit or character can move to.
3. The player selects a hex containing one or more friendly characters.
4. The game moves the unit to that hex asks the player if they want to pick up the character.
5. If the user answers yes then the character is carried by the flying unit for the remainder of the Movement Phase

Alternative: If the flying unit cannot pick up the character then the game does not ask if the player wants to.

Ask if unit has moved

Goal: To determine if a unit has moved, and how many movement points they have

Precondition: It is during the player's Movement Phase.

Summary: A player checks if a specific unit or character has already moved.

Steps:

1. The player selects a unit or character they control (possibly out of a stack).
2. The game displays whether the unit has moved or not, and how many Movement Points it has left.
3. The player views the information and then exits it out.

See reachable tiles

Goal: To see which tiles a unit or character can currently reach.

Summary: A player selects a unit or character to see how far they can move in the next or current Movement Phase including that unit.

Related Use-Case: Movement

Steps:

1. The player selects a unit or character (possibly out of a stack).
2. The game displays which hexes the unit or character can move to in the next relevant Movement Phase.
3. The player acknowledges this information

Alternative: If the user selects their own unit in their own movement phase then see Movement instead

Use cases for [8.0] Stacking

Overstack Warning

Goal: To optionally cancel an action that would result in units being eliminated through over-stacking.

Summary: The player takes some action that would over-fill a stack.

Related: Eliminate unit from stack

Steps:

1. The player initiates some action that would result in a stack being overly full.
2. The game warns the player about this, giving them a chance to cancel the action.
3. The user selects their choice.

View stack

Summary: The player examines the units in a stack

Related: [Select from stack](#)

[View Character Statistics](#)

Steps:

1. The player selects a stack
2. The game shows the player details about all the different units in that stack

Select from stack

Summary: The player selects a unit out of a stack

Extends: [View stack](#)

Steps:

1. The player selects a stack
2. The game shows the player details about all the different units in that stack
3. The player selects an individual unit or character from the stack

Eliminate unit from stack

Precondition: The player ends an inter-phase with an oversized stack that has to be trimmed.

Summary: The player selects which units to eliminate from a stack that is too full

Related: [Select from stack](#)

Steps:

1. The game shows the player the units in an oversized stack.
2. The player selects which units to eliminate until the stack is small enough

Use cases for [9.0] Zones of Control

View zones of control

Goal: To determine which hexes are friendly, neutral, or enemy.

Summary: The player views the current zones of control in effect on the game map

Steps:

1. The player indicates they want to see the current zones of control.
2. The game highlights the current zones of control on top of the game map.

Use cases for Scenario Nine

Krasnian Surrender

Precondition: Balkathos is occupied by ORC units and nine or more Krasnian units are destroyed.

Summary: The player is notified of the effects of Krasnian Surrender

Steps:

1. The player is warned about the effects of Krasnian Surrender
2. The player acknowledges this warning

Magic Use Cases

Tyler Jaszkowiak

1 Rules Section 10

1.1 Use Case - View Character Statistics

Actor: a single end user, one of the game players

Goal: to view the statistics related to a certain character or monster in play.

Preconditions: this action is valid as long as any character or monster is in play.

Summary: The user performs this action when he wishes to view the full statistics relating to a character or monster in play. It is similar to consulting the character's card in the manual system.

Steps:

1. Player selects the character or monster with a mouse click
2. System displays a menu asking what the user wants to do with the character or monster (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses View.
4. System displays the character or monster's relevant statistics (those on the game card plus manna level if applicable) in a new window.
5. User closes the window.

Alternate: User can choose Cancel instead in Step 3 to close the menu.

2 Rules Section 11 - Jaszkowiak

Many of the manual game elements contained in this section of rules are ones that I would like to see eliminated by automation in our computer adaptation. For example, users should never have to move the suns, set them up, or even calculate what phase they are in. This information should be displayed for them.

The tallying of Manna and keeping track of its use and regeneration for each character can also be done automatically, and be displayed on command as described above. Additionally, characters whose Magic Power Level varies with their sun's phase can be accounted for by the system as well.

The system should, however, make the user aware that a character's Manna regeneration will be less (0 usually, 1 if their sun is ascending) if the character moves during that turn. This is handled in the movement use cases.

3 Rules Section 12 - Jaszkowiak

There is such a wide variety of spells, characterized by when spells may be cast, what preconditions may apply to casting them, and what sort of targets the user can cast them on that each spell has warranted its own use case. They are listed here according to when they may be cast (generally). A precondition applied to all non-conjuring spells is that no conjuring spell may have cast by the casting character in that game-turn.

3.1 Spells Cast During Spell Segment

3.1.1 Force Wall

Actor: a single end user, one of the game players

Goal: to construct a number of force walls on any hex sides the user may choose.

Preconditions: It must be this player's Magic phase, and the user must have a character capable of attempting a first level spell, and this character must have 2 Manna points.

Summary: the user selects a character, chooses this spell, and then selects which hex sides the force walls are to be placed on.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Force Wall.
6. System highlights possible target hex sides and asks the user to choose one.
7. User selects up to as many hex sides as his character can afford to cast the spell on at a cost of 2 Manna points per hex side. When done, user can press continue.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to create the force walls.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.2 Conjure Zombie Infantry

Actor: a single end user, one of the game players

Goal: to conjure a zombie infantry unit.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a first level spell, and this character must have 1 Manna point. No non-conjuring spells may have been cast by the character in this game-turn.

Summary: the user selects a character, chooses this spell, and then selects how long he wants the conjured unit to remain in play for.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Conjure Zombie Infantry.
6. System asks user how long the Zombie Infantry unit should remain in play.
7. User selects up to as many game-turns as his character can afford, given a cost of 1 Manna point per 2 game-turns.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to conjure the unit.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.3 Manna Transfer

Actor: a single end user, one of the game players

Goal: to conjure a zombie infantry unit.

Preconditions: It must be this player's Magic phase, and the user must have a character capable of attempting a first level spell, and this character must have 2 Manna points. Another of the player's magic-capable characters must reside in the same hex as the casting character.

Summary: the user selects a character, chooses this spell, and then selects how much Manna to transfer and to what character.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Manna Transfer.
6. System asks user to select a character to transfer Manna to.
7. User selects one of his characters in the same hex as the casting character.
8. System asks how much Manna is to be transferred.
9. User enters a number no greater than half of the casting character's current Manna level and no greater than the receiving character's maximum Manna level.
10. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to transfer the Manna.
11. System reports the spell's results in a dialog box.
12. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, 7 or 9.

3.1.4 Fear

Actor: a single end user, one of the game players

Goal: to demoralize one or more enemy units.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a second level spell, and this character must have 3 Manna points.

Summary: the user selects a character, chooses this spell, and then selects one or more enemy units to demoralize.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.

4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Fear.
6. System asks user which enemy units to demoralize, and highlights options.
7. User selects up to as many eligible units as his character can afford, given a cost of 3 Manna points per unit.
8. System calculates the result if the character was attempting a higher order spell, then demoralizes selected units.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.5 Conjure Centauroid Cavalry

Actor: a single end user, one of the game players

Goal: to conjure a centauroid cavalry unit.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a second level spell, and this character must have 1 Manna point. No non-conjuring spells may have been cast by the character in this game-turn.

Summary: the user selects a character, chooses this spell, and then selects how long he wants the conjured unit to remain in play for.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Conjure Centauroid Cavalry.
6. System asks user how long the Centauroid Cavalry unit should remain in play.
7. User selects up to as many game-turns as his character can afford, given a cost of 1 Manna point per 2 game-turns.

8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to conjure the unit.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.6 Monsoon

Actor: a single end user, one of the game players

Goal: to cast the Monsoon spell.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a third level spell, and this character must have 5 Manna points.

Summary: the user selects a character and chooses this spell. Movement costs for all hexes are doubled for all units during the next Game-Turn.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Monsoon.
6. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to enter into a Monsoon state.
7. System reports the spell's results in a dialog box.
8. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3 or 5.

3.1.7 Enhance Stature of a character

Actor: a single end user, one of the game players

Goal: to enhance the stature of a diplomat and increase his chances of success.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a third level spell, and this character must have 1 Manna point. The player must have a character with Diplomacy in the same hex as the casting character.

Summary: the user selects a character, chooses this spell, and then selects the character to cast it on.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Enhance Stature.
6. System asks user to select a character to receive the stature boost.
7. User selects one of the diplomatic characters on the same hex as the casting character.
8. System asks user how many points to increase the character's diplomacy by and how long the effect should last.
9. User selects these values, whose product may not be greater than the casting character's current Manna level.
10. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to increase the character's diplomacy.
11. System reports the spell's results in a dialog box.
12. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, 7 or 9.

3.1.8 Enhance Stature of an emissary

Actor: a single end user, one of the game players

Goal: to enhance the stature of a diplomat and increase his chances of success.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a third level spell, and this character must have 1 Manna point. The player must have an emissary in the same hex as the casting character.

Summary: the user selects a character, chooses this spell, and then selects the emissary to cast it on.

Steps:

1. Player selects one of his or her characters with a mouse click

2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Enhance Stature.
6. System asks user to select an emissary.
7. User selects an emissary in the caster's hex.
8. System asks user how many points to increase the emissary's diplomacy by.
9. User selects this value, limited by the cost of 2 Manna points per Diplomacy point increase.
10. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to increase the emissary's diplomacy.
11. System reports the spell's results in a dialog box.
12. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, 7 or 9.

3.1.9 Forest

Actor: a single end user, one of the game players

Goal: to cast the Forest spell, thereby turning some terrain spaces into wood or some woods into forests.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a third level spell, and this character must have 2 Manna points

Summary: the user selects a character, chooses this spell, and then selects the hexes to cast it on.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.

4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Forest.
6. System asks user to select a hexes and highlights all applicable Clear, Cultivated, Broken, Karoo, Burnt-out, or Woods hexes within 5 hexes of the casting character.
7. User selects one or more hexes, up to the the number allowed by the cost of 2 Manna points per hex.
8. System calculates the result if the character was attempting a higher order spell, then makes adjustments to the game board hexes.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5 or 7.

3.1.10 Immobilization

Actor: a single end user, one of the game players

Goal: to immobilize one or more enemy units via the Immobilization spell.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a third level spell, and this character must have 1 Manna point.

Summary: the user selects a character, chooses this spell, and then selects the enemy troops to immobilize.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Immbilization.
6. System asks user to select enemy units, highlighting those in the 7-hex range of this spell.

7. User selects a number of enemy units up to the number of Manna points the caster possesses.
8. System calculates the result if the character was attempting a higher order spell, then makes the selected units immobile.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.11 Conjure Wyvern Airtroops

Actor: a single end user, one of the game players

Goal: to conjure a wyvern airtroops unit.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a third level spell, and this character must have 1.5 Manna points. No non-conjuring spells may have been cast by the character in this game-turn.

Summary: the user selects a character, chooses this spell, and then selects how long he wants the conjured unit to remain in play for.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Conjure Wyvern Airtroops.
6. System asks user how long the conjured unit should remain in play.
7. User selects up to as many game-turns as his character can afford, given a cost of 1.5 Manna point per game-turn.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to conjure the unit.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.12 Disintegration

Actor: a single end user, one of the game players

Goal: to disintegrate the user's choice of walls, dragon blockades, or bridges via the Disintegration spell.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a fourth level spell, and this character must have 6 Manna points.

Summary: the user selects a character, chooses this spell, and then selects which structure he would like to disintegrate.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Disintegration.
6. System asks user which structure to disintegrate, and highlights all possible bridges, walls, force walls, and dragon blockades within 5 hexes.
7. User selects one such structure and confirms
8. System calculates the result if the character was attempting a higher order spell, then removes the structure if successful.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.13 Vortex Creation

Actor: a single end user, one of the game players

Goal: to create one or more vortices on nearby vortex hexes.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a fourth level spell, and this character must have 2 Manna points and be within 5 hexes of a vortex hex.

Summary: the user selects a character, chooses this spell, and then selects vortex hexes to create vortices on.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Vortex Creation.
6. System asks user which vortex hexes to create a vortex on, and highlights any vortex hexes within 5 hexes of the caster.
7. User selects one or more of these hexes, at a cost of 2 Manna points per vortex and confirms.
8. System calculates the result if the character was attempting a higher order spell, then creates the vortices if successful.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.14 Ersatz Winter

Actor: a single end user, one of the game players

Goal: to curse the land with an instant Ersatz Winter.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a fourth level spell, and this character must have 8 Manna points.

Summary: the user selects a character and chooses this spell.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).

5. User selects Ersatz Winter.
6. System calculates the result if the character was attempting a higher order spell, then puts Ersatz Winter into effect if successful.
7. System reports the spell's results in a dialog box.
8. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, or 5.

3.1.15 Conjure Koboldic Infantry

Actor: a single end user, one of the game players

Goal: to conjure a koboldic infantry unit.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a fourth level spell, and this character must have 1 Manna point. No non-conjuring spells may have been cast by the character in this game-turn.

Summary: the user selects a character, chooses this spell, and then selects how long he wants the conjured unit to remain in play for.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Conjure Koboldic Infantry.
6. System asks user how long the conjured unit should remain in play.
7. User selects up to as many game-turns as his character can afford, given a cost of 1 Manna point per game-turn.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to conjure the unit.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.16 Summon Demon

Actor: a single end user, one of the game players

Goal: to summon a demon.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a fifth level spell, and this character must have 8 Manna points.

Summary: the user selects a character and chooses this spell, creating a demon in the character's hex.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Summon Demon.
6. System calculates the result if the character was attempting a higher order spell, then spawns the demon in the caster's hex.
7. System reports the spell's results in a dialog box.
8. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3 or 5.

3.1.17 Conjure Wraith Troops

Actor: a single end user, one of the game players

Goal: to conjure a wraith troops unit.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a fifth level spell, and this character must have 1.5 Manna points. No non-conjuring spells may have been cast by the character in this game-turn.

Summary: the user selects a character, chooses this spell, and then selects how long he wants the conjured unit to remain in play for.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.

4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Conjure Wraith Troops.
6. System asks user how long the conjured unit should remain in play.
7. User selects up to as many game-turns as his character can afford, given a cost of 1.5 Manna points per game-turn.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to conjure the unit.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.18 Bind Demon

Actor: a single end user, one of the game players

Goal: to bind a demon to a character so that the user may control it.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a sixth level spell, this character must have 4 Manna points, and must be within 15 hexes of an unbound demon.

Summary: the user selects a character, chooses this spell, and then the system will determine if the bind was successful.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Bind Demon.
6. System calculates the result if the character was attempting a higher order spell, then calculates whether the bind was successful.
7. System reports the spell's results in a dialog box.

8. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, or 5.

3.1.19 Renew Binding

Actor: a single end user, one of the game players

Goal: to renew the binding of a demon under the player's control.

Preconditions: the player must have previously bound the demon to a character of his, and this character must have 4 manna points and still be within 15 hexes of the demon.

Summary: at the beginning of the player's Magic phase, the system will ask the user if they wish to renew the binding of the demon at a cost of four Manna points. The user may select Yes or No.

Steps:

1. System asks the user if they wish to continue the binding of the demon to the character at a cost of 4 Manna points.
2. Player selects Yes.
3. System makes no changes to the game data. The dialog window closes.

Alternate: The user may select No in step 2, and the system will unbind the demon before closing the dialog.

3.1.20 Summon Force

Actor: a single end user, one of the game players

Goal: to summon a force in aide of the player.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a sixth level spell in the Gateway of Evil hex, and this character must have 5 Manna points.

Summary: the user selects a character, chooses this spell, and then the system determines which force was summoned.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Summon Force.

6. System calculates the result if the character was attempting a higher order spell, then determines which force will come into play. The character's Manna points are drained.
7. System reports the spell's results in a dialog box.
8. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, or 5.

3.1.21 Firestorm

Actor: a single end user, one of the game players

Goal: to summon up a firestorm to blast out one hex, destroying all units there and temporarily trapping any characters there.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a sixth level spell, and this character must have 5 Manna points.

Summary: the user selects a character, chooses this spell, and then selects which hex the firestorm is to affect.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Firestorm.
6. System asks user to select a hex, highlighting all possible ones within 5 hexes of the caster.
7. User selects a hex.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to cast it.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.22 Berserkergang

Actor: a single end user, one of the game players

Goal: to double the combat strength of select units.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a sixth level spell, and this character must have 2 Manna points. The player must have units within 7 hexes of the caster.

Summary: the user selects a character, chooses this spell, and then selects up to as many units as he can afford to cast the spell on.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Berserkergang
6. System asks user to select units to cast the spell on, highlighting all applicable units within 7 hexes of the caster.
7. User selects up to as many units as his character can afford, given a cost of 2 Manna point per unit.
8. System calculates the result if the character was attempting a higher order spell, then doubles the combat strength for selected units, and deducts 2 Manna points from the character for each unit (regardless of success).
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.23 Conjure Demonic Infantry

Actor: a single end user, one of the game players

Goal: to conjure a demonic infantry unit.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a sixth level spell, and this character must have 2 Manna points. No non-conjuring spells may have been cast by the character in this game-turn.

Summary: the user selects a character, chooses this spell, and then selects how long he wants the conjured unit to remain in play for.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Conjure Demonic Infantry.
6. System asks user how long the conjured unit should remain in play.
7. User selects up to as many game-turns as his character can afford, given a cost of 2 Manna point per game-turn.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to conjure the unit.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.1.24 Wizard Wheel

Actor: a single end user, one of the game players

Goal: to cast the Wizard Wheel spell and essentially remove all magic from an area of the game board within a certain distance of the caster.

Preconditions: It must be this player's Magic phase. The user must have a character capable of attempting a seventh level spell, and this character must have 6 Manna points.

Summary: the user selects a character, chooses this spell, and then selects the desired radius.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.

4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Wizard Wheel
6. System asks user what radius the spell should have an effect for.
7. User selects a number up to half of the character's current Mana level.
8. System calculates the result of the character attempting this higher order spell, then makes internal adjustments to cast the spell.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User may select cancel in step 3, 5, or 7.

3.2 Spells Cast During Movement Phase

3.2.1 Teleportation Protection

Actor: a single end user, one of the game players

Goal: to transfer Manna from one character to another in the same hex.

Preconditions: It must be the player's movement phase, and he or she must have characters or units in the same cell as a magic character. The character must have 2 Manna points.

Summary: The user can have any capable characters cast this spell on any units or characters in the same hex in order to protect them from elimination during teleportation.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Teleportation Protection.
6. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to perform the spell.

7. System reports the spell's results in a dialog box.
8. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3 or 5 to close the menu.

3.2.2 River Crossing

Actor: a single end user, one of the game players

Goal: to cast the River Crossing spell and allow some water hexes to be treated as Clear terrain hexes.

Preconditions: It must be the player's movement phase, and he or she must have characters with 2 Manna points capable of attempting 2nd level spells.

Summary: The user selects a character, selects this spell, then selects hexes to apply it to.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects River Crossing.
6. System highlights possible target hexes and asks the user to choose one.
7. User selects up to as many hexes as he can afford to cast the spell on at a cost of 2 Manna points per hex. When done, user can press continue.
8. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to perform the spell.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3, 5, or 7 to close the menu.

3.2.3 End River Crossing

Actors: a player who has cast River Crossing this game turn and his or her enemy.

Goal: to deny an enemy use of a magic river crossing and end its existence.

Preconditions: The user must have cast River Crossing this game-turn. An enemy unit or character must be attempting to use this river crossing.

Summary: The rules state that a river crossing is valid only until the controlling player has denied an enemy unit or character use of it. This use case is that denial and inactivation.

Steps:

1. System warns the casting player that an enemy is attempting to use the river crossing and asks if it should be inactivated.
2. User chooses yes.
3. System removes the river crossing and denies the enemy passage.

Alternate: user may choose 'no' in step 2.

3.2.4 Teleportation Control

Actor: a single end user, one of the game players

Goal: to cast the Teleportation Control spell on all units and characters in the character's hex, thereby allowing the player to choose the destination in any teleportation these units or characters do this movement phase.

Preconditions: It must be the player's movement phase, and he or she must have characters or units in the same cell as a magic character. The character must have 4 Manna points and be capable of attempting a fourth level spell.

Summary: The user can have any capable characters cast this spell on any units or characters in the same hex in order to enable teleportation control.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Teleportation Control.
6. System calculates the result if the character was attempting a higher order spell, then makes internal adjustments to perform the spell.

7. System reports the spell's results in a dialog box.
8. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3 or 5 to close the menu.

3.3 Counterspells

(may be cast during Spell or Counterspell Segments, except Dispell Magicks, which is only cast as a counterspell, and has special requirements)

3.3.1 Morale

Actor: a single end user, one of the game players

Goal: to rally the player's units within 7 hexes of the casting character.

Preconditions: It must be either the Spell or Counterspell segment for this user. User must have a magic character capable of attempting a spell of the second power level and having 3 Manna points. The player must have a demoralized unit within 7 hexes of the casting character.

Summary: The user must select a character, choose this spell, and then select a unit to apply it to.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Morale.
6. System prompts user to select a target, and highlights the possible demoralized units this character can cast this spell onto.
7. User selects up to as many demoralized units as he can afford to cast the spell on at a cost of 3 Manna points per unit. When done, user can select continue.
8. System calculates the result if the character was attempting a higher order spell, then rallies the target unit.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3, 5, or 7 to close the menu.

3.3.2 Vortex Suppression

Actor: a single end user, one of the game players

Goal: to remove a vortex from play.

Preconditions: It must be either the Spell or Counterspell segment for this user. User must have a magic character capable of attempting a spell of the third power level and having 2 Manna points. A vortex must be within ten hexes of this character.

Summary: The user must select a character, choose this spell, and then select a vortex to apply it to.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Vortex Suppression.
6. System prompts user to select a target, and highlights the possible vortices this character can cast this spell onto.
7. User selects up to as many vortices as he can afford to cast the spell on, at a cost of 2 Manna points per vortex. When done, the user can select continue.
8. System calculates the result if the character was attempting a higher order spell, then removes the vortex from play.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3, 5, or 7 to close the menu.

3.3.3 Dispell Magicks

This spell may only be cast as a counterspell, and also be cast directly after another player's spell. This may cause logistics problems for the gameplay cycle.

Actor: a single end user, one of the game players

Goal: to counter the effects of another character's spell.

Preconditions: The player must be responding to a spell cast by another player. He or she must have a character capable of attempting a third level spell and that character must have 3 Manna points.

Summary: The user selects a capable character, selects this spell, then chooses one of the currently active spells to counter.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Dispell Magicks.
6. System displays a list of active spells cast during this game-turn.
7. User chooses which of these spells to counter.
8. System calculates the result if the character was attempting a higher order spell, then determines whether the attempt was successful at countering the spell. If so, the spell is inactivated.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3, 5, or 7 to close the menu.

3.3.4 Banish Conjured Troops

Actor: a single end user, one of the game players

Goal: to banish a conjured troops unit from gameplay.

Preconditions: It must be either the Spell or Counterspell segment for this user. User must have a magic character capable of attempting a spell of the fifth power level and having 3 Manna points. A conjured unit must be within seven hexes of this character.

Summary: The user must select a character, choose this spell, and then select a conjured unit to apply it to.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.

4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Banish Conjured Troops.
6. System prompts user to select a target, and highlights the possible units this character can cast this spell onto.
7. User selects up to as many units as his character can afford to cast the spell on, at a cost of 3 Manna points per unit. When done selecting, the user may press continue.
8. System calculates the result if the character was attempting a higher order spell, then removes the conjured unit from play.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3, 5, or 7 to close the menu.

Note: the rules disagree about the cost of this spell. It lists 3 as the cost, then later in section 12.63 says it is 4. This should be resolved.

3.3.5 Banish Demon

Actor: a single end user, one of the game players

Goal: to banish a demon from gameplay.

Preconditions: It must be either the Spell or Counterspell segment for this user. User must have a magic character capable of attempting a spell of the sixth power level and having 6 Manna points. A demon must be within four hexes of this character.

Summary: The user must select a character, choose this spell, and then select a demon to apply it to.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Banish Demon.

6. System prompts user to select a target, and highlights the possible demons this character can cast this spell onto.
7. User selects a demon.
8. System calculates the result if the character was attempting a higher order spell, then determines whether the demon was successfully banished. If so, it removes the demon from play.
9. System reports the spell's results in a dialog box.
10. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3, 5, or 7 to close the menu.

3.4 Spells Cast at Any Time

3.4.1 Planar Return

Actor: a single end user, one of the game players

Goal: to cast the Teleportation Protection spell on all units and characters, thereby protecting them from being eliminated in any teleportation they do this movement phase.

Preconditions: User must have a magic character capable of attempting this spell and having 6 Manna points.

Summary: The user can have any capable characters cast this spell at any time in order to return to their home hex immediately.

Steps:

1. Player selects one of his or her characters with a mouse click
2. System displays a menu asking what the user wants to do with the character (may include Move, Attack, Cast spell, View, etc... depending on game phase).
3. Player chooses Cast spell.
4. System displays a window listing all spells that the character is capable of attempting given its Magic Power Level, current Manna points, the game phase, which types of spells the character has cast that turn, and how many game-turns are left in the game play (higher level spells may not be cast in the last 3).
5. User selects Planar Return.
6. System calculates the result if the character was attempting a higher order spell, then determines if the character returns to his/her home hex or is eliminated.
7. System reports the spell's results in a dialog box.
8. User accepts results, closing dialog box.

Alternate: User can choose Cancel instead in Step 3 or 5 to close the menu.

4 Scenario 1

This scenario required no additional use cases.

5 Scenario 2

This scenario required no additional use cases.

6 Scenario 3

6.1 Capitulate to Dark Lord

Actors: the Dark Lord player, and one other player

Goal: to enter into an agreement to not attack the Dark Lord, accept a member of the Dark Lord's forces into his capital, and give the Dark Lord a hostage.

Preconditions: The player must have a character.

Summary: The user chooses to Capitulate to the Dark Lord, and selects a character to be the Dark Lord's hostage.

Steps:

1. Player selects from his options "Capitulate".
2. System displays a menu asking which character to offer as hostage, highlighting all possible candidates.
3. Player chooses a character
4. System moves this character to the Dark Lord's Citadel and offers the Dark Lord player a chance to move one of his units to the player's capital.
5. The Dark Lord player chooses a unit to move to the player's capital.
6. System makes note that this player has capitulated.

Alternate: User may select cancel in step 3.

6.2 Break Capitulation Deal

Actor: a user who has previously capitulated to the Dark Lord.

Goal: to break the deal with the Dark Lord.

Preconditions: the player must have previously capitulated to the Dark Lord.

Summary: The user attacks a Dark Lord unit, is warned, continues, and loses 5 victory points.

Steps:

1. During combat use cases, user has chosen to attack a unit of the Dark Lord.

2. System warns user that he will break his deal with the Dark Lord and lists the consequences.
3. User accepts.
4. System removes 5 victory points from the player, and kills his hostage character.

Alternate: User may cancel in step 3.

Use Cases for Combat

Jay Drage

1 Attack Units 13.0

Actor: player

Goal: attack opposing player with combat

Precondition: player is in Combat Resolution Segment

Summary: player selects units to attack and unit to be attacked. Combat is resolved by system.

Steps:

1. Attacker selects units to attack
2. Attacker selects unit to be attacked
3. If multiple leaders Choose Combat Leader* 4. If magic capable leaders Spend Combat Mana*
5. System displays effects of combat

Alternative: User deselects units in step 1. Combat is not valid in step 2.

2 Advance Units After Combat 13.7

Actor: player

Goal: to move units forward into enemy retreating path

Precondition: player has won combat and opposing player has retreated units.

Summary: player can choose to move units into retreating path of enemy after combat.

Steps:

1. player selects units to advance
2. player selects path of advance
3. system checks if path is valid and displays result

Alternative: Player deselects units in step 1. Path is not valid so unit does not move.

3 Choose Leader 14.1

Actor: player

Goal: to select one leader if multiple are present

Precondition: player has more than one leader.

Summary: player chooses which leader to use

Steps:

1. player selects leader from stack
2. system shows player which leader is to be used

Alternative: player deselects unit in step 1. Leader is not allowed to be used.

4 Spend Mana 14.2

Actor: player

Goal: cast magic from leaders in combat

Precondition: player is in combat and has magical leader with mana points

Summary: player spends mana points from leader to change combat

Steps:

1. player selects character
2. player chooses amount of mana to spend
3. system shows player combat strength of spell

Alternative: Player deselects unit in step 1. Player does not have enough mana in step 2.

5 Rally Units 15.3

Actor: player

Goal: attempt to rally units that have been demoralized

Precondition: player has demoralized units and leader is present in stack. player in Unit Rallying Segment of Army Combat Phase

Summary: player chooses leader to use if multiple and is shown if rally passed

Steps:

1. player selects demoralized units to be rallied
2. if multiple leaders Choose Leader
3. system shows result of attempt

Alternative: player deselects units in step 1. Leader is not allowed to be used. Units can not be rallied.

6 Setup Scenarios

Actor: all players

Goal: setup board at beginning of play

Precondition: board not already setup

Summary: players choose which race to play and put units on board

Steps:

1. system prompts users for player names for each race
2. system displays randomized order for deployment
3. next player in order puts down one unit
4. step 3 repeats until all units are down
5. system displays non-player units

Alternatives: players quit game

Use Cases for Rule sections 16, 17, 20 & Scenarios 13-14

Chris Goes

1 Section 16: SPECIAL TERRAIN TYPES

Most of section 16 can be automated fairly easily, with only a few use cases. The real question, then, is: what do you show the player, and what do you keep "under the hood"?

The random movement of vortices can easily be handled by the computer, along with "combat" that results on contact with a unit. Additionally, while the order of movement is normally chosen by a player, it would be simpler and more fair if the computer did this. With portals, retreating of enemy units can be automatic, as well as determining randomly which portal is reached and/or if any units are eliminated.

Note on vortex hexes: Vortex hexes are spell dependent for user interaction, and therefore the use case would be the spell being cast, simply specifying the vortex hex.

1.1 16.11 Teleportation

Actor: Player moving units and/or characters into a portal hex

Goal: Teleport characters and/or army units, if desired

Preconditions: Units and/or characters controlled by actor moves into a teleportation hex

Summary: Actor decides whether to teleport, and if so, which units to teleport. Spells are then cast to alter outcome.

Steps:

1. Actor decides whether to teleport any units
2. The Actor then chooses whether to teleport all units/characters as a group, or which units and/or characters to teleport
3. Actor may choose to cast a teleport direction spell and/or teleport protection spell
4. If actor chose to cast a teleport direction spell, she will then choose which portal to send the unit(s). Otherwise, the unit(s) are sent to a random portal.
5. Actor then may resume normal movement from the portal teleported to, expending remaining movement points, unless portal was occupied by enemy units.

Alternative: Actor decides not to teleport any units

2 Section 17: MONSTERS

Notes: Monsters are, in most cases, completely autonomous, and often random in action. Certain monsters do possess the ability to be controlled by a player, in the case of specific scenarios specifying this(except for demons).

If this is the case, monster movements and actions could simply be done by the controlling player on their turn, instead of by the computer. Additionally, if unit movement restrictions are done on a per-unit basis, this shift of control will be quite simple.

2.1 17.2 Summoning a Demon

Actor: Player summoning demon

Goal: To summon and bind a Demon successfully

Preconditions: Actor must have proper characters and spells, and cast the proper spell(s)

Summary: When a demon is summoned, actor will determine characteristics. He then attempts to bind that demon, and if successful, gains full control of that Demon.

Steps:

1. When summoned, actor must determine the characteristics of the Demon
2. The actor may then decide whether he wishes for the summoning character to attempt to bind the demon
3. If actor's character attempts to bind the demon, and succeeds, the actor will now have full control of the demon, otherwise both the actor's character and the demon are eliminated.

Alternative: Actor decides not to attempt binding of demon

2.2 17.4 Dragon Tunnel sealing

Actor: Player with allied with dragon(s)

Goal: Seal specific entrances or all of a dragon tunnel complex

Preconditions: Dragon must not move on the current turn

Summary: Dragon blockades some or all the entrances of a dragon tunnel complex.

Steps:

1. Actor chooses which tunnels she wishes the controlled dragon to seal.
2. If all entrances are blocked, dragon may not move until another game turn is spent unblocking entrances

Alternative: Entrance is left open, allowing movement on subsequent turn.

3 Section 20: SCENARIOS

Notes: All scenarios can be easily done as configuration files, with only certain variables having to be changed. For any "special" rules, one could simply have a commands section of the config file that allows for those to be manually done by the scenario creator.

3.1 20.2 Scenario Set-up

Actors: All players in a scenario

Goal: Set-up a scenario

Preconditions: A scenario has been selected to set-up, and actors have chosen their races

Summary: Actors will setup the scenario, by placing units in controlled provinces

Steps:

1. System displays to each actor which units are available to set-up, and which provinces he/she controls
2. Each actor, in order of setup defined by scenario, will place units in the provinces available to him/her.

3.2 20.24 Reinforcements and Replacements

Actor: Player who's turn it currently is

Goal: Reinforce or replace units, if actor wishes to

Preconditions: Reinforcements and/or replacements must be available for current turn, according to the rules of the scenario being played

Summary: Actor chooses whether to reinforce and/or replace any units . The actor then places these units onto any of his initial starting provinces.

Steps:

1. System displays to actor how many reinforcement and/or replacement units are available
2. Actor decides which of these units he wishes to place this turn
3. Actor places units chosen at any of his initial starting provinces

Alternative: Actor decides not to place any units this turn

4 Scenario 13 (Rule 33)

Special Rule: Zirkast units may never attack Krasnian units, and vice-versa, regardless of alliances.

Not a use case, however, I think this necessitates adding of a feature to restrict units ability to attack, instead of just "friendly" and "enemy".

Friendly and enemy would be an abstraction above that, and implement ability to attack.

5 Scenario 14 (Rule 34)

A very large, very standard, scenario.

Use Cases

Ian Westrope

01-27-2014

Name

Display Player Order

Actors

User

Goals

Determine the players order for next turn

Preconditions

Must be done during the Player-Order Determination Interphase.

Summary

Players are shown the turn order for the current turn.

Steps

1. System randomly chooses order of play for players.
2. System shows user the player order for the current turn.
3. User acknowledges they have seen the player order.

Name

Create Alliance

Actors

All users

Goals

Create any alliances if possible.

Preconditions

During player-order determination inter-phase, before player order is determined.

Summary

Players may choose other non-neutrals to ally with. If both players choose to ally then an alliance is formed.

Steps

1. Players select any other non-neutrals players they wish to ally with.
2. System checks if any alliances are formed.
3. System forms any alliances made.
4. System displays results.
5. Players acknowledge they have seen the results.

Name

Create Emissary

Actors

User

Goals

Create emissary character.

Preconditions

Player must have a character with Diplomatic Rating above zero. Done at beginning of friendly movement phase.

Summary

Player selects a character to have an emissary and an emissary is created if allowed by the rules.

Steps

1. Player selects character to create an emissary for.
2. System checks if selected character is allowed to create an emissary.
3. System creates emissary.
4. System displays results of emissary being created.
5. Player acknowledges the results.

Alternative

Emissary couldn't be created due to rules.

Name

Sacrificing Humans

Actors

User

Goals

User sacrifices a unit or character to move the diplomacy marker of a neutral player.

Preconditions

Movement is done during movement phase. The sacrifice is done during the diplomacy phase.

Summary

User sacrifices one unit to move a neutrals diplomacy marker one hex.

Steps

1. User moves character/unit/captured character to a hex adjacent to a character/unit of the neutral.
2. Upon reaching the diplomacy phase the system removes the “sacrifice”.
3. User may then move the neutrals diplomacy marker via move diplomacy marker

Alternative

User wasn't allowed to sacrifice their units, meaning nothing would happen.

Name

Determining Diplomacy Positive Results

Actors

User

Goals

Results of Diplomacy are calculated and movement of neutral diplomacy marker is done.

Preconditions

User must have an emissary or character in the capital of a neutral player. Done during diplomacy inter-phase.

Summary

System determines results of diplomacy and the player moves any neutral diplomacy markers.

Steps

1. User rolls two dice by roll dice usecase.
2. System calculates the results of diplomacy.
3. Postive results allow user to move neutral diplomacy marker as many hexes as the positive result is by Move Neutral Diplomacy.

Related Usecases

Determining Diplomacy Negative Results, Determining Diplomacy 'X' Results

Name

Determining Diplomacy Negative Results

Actors

User

Goals

Results of Diplomacy are calculated and movement of neutral diplomacy marker is done.

Preconditions

User must have an emissary or character in the capital of a neutral player. Done during diplomacy inter-phase.

Summary

System determines results of diplomacy and the player moves any neutral diplomacy markers.

Steps

1. User rolls two dice by roll dice usecase.
2. System calculates the results of diplomacy.
3. Negative result is calculated.
4. System moves neutral diplomacy marker directly away from the Diplomacy Tracker of the player.
5. System shows results of moving the diplomacy marker.
6. User acknowledges results.

Related Usecases

Determining Diplomacy Positive Results, Determining Diplomacy ‘X’ Results

Name

Determining Diplomacy ‘X’ Results

Actors

User

Goals

Results of Diplomacy are calculated and movement of neutral diplomacy marker is done.

Preconditions

User must have an emissary or character in the capital of a neutral player. Done during diplomacy inter-phase.

Summary

System determines results of diplomacy and the player moves any neutral diplomacy markers.

Steps

1. User rolls two dice by roll dice usecase.
2. System calculates the results of diplomacy.
3. ‘X’ result is calculated.
4. User’s emissary/character is removed from play by system.
5. System moves neutral diplomacy marker one away from the users diplomacy marker.
6. System shows results of diplomacy to user.
7. User acknowledges results.

Related Usecases

Determining Diplomacy Positive Results, Determining Diplomacy Negative Results

Name

Move Neutral Diplomacy

Actors

User

Goals

User moves neutral diplomacy marker.

Preconditions

The results of diplomacy must be positive or a human sacrifice must have occurred.

Summary

System shows Diplomacy Track. User moves the neutral diplomacy marker.

Steps

1. System displays Diplomacy Track.
2. System selects correct neutral-player diplomacy marker.
3. User moves the marker the allowed number of hexes.
4. User confirms movement.
5. System moves the character.

Name

Displaying Results of Invasion

Actors

User

Goals

Show user the results of invasion

Preconditions

Done during movement phase.

Summary

System displays the result of an invasion on a neutral player.

Steps

1. User moves monster/units/vortices into a neutral territory my movement usecase.
2. System calculates who the neutral player will ally with.
3. System allies the neutral with calculated player.
4. System shows results to user.
5. User acknowledges results.

Alternative

When calculating if the neutral diplomacy marker is equal distant between two players those players will have to roll dice by roll dice.

Name

Setting Up a Neutral

Actors

User

Goals

Neutral Players units and players are set up.

Preconditions

Done before game begins.

Summary

Neutral units are set up by player they are closest to on the diplomacy track. Ties are broken by dice roll.

Steps

1. System calculates which user sets up the neutral player.
2. System informs selected user.
3. User sets up neutral player the same as setting up their own units and players. By using set unit.

Alternative

Neutral player is equal distant between users on diplomacy track. Selected users roll dice. Highest roll sets up neutral.

Name

Subtracting from Enemy Emisarry

Actors

User

Goals

Determine if user wants to subtract from the ememy emissary.

Preconditions

Done during enemy diplomacy phase. User must have a character in the same capital city as enemy emissary.

Summary

User is asked if they want to subtract from the enemy emissary.

Steps

1. System asks user if they want subtract their diplomacy rating from the die roll of the enemy emissary.
2. User responds yes.
3. System calculates new diplomacy results for enemy emissary.

Alternative

User chooses not to subtract from Enemy Emissary

Name

Executing a Captured Character

Actors

User

Goals

Remove the captured character from play.

Precoditions

User must have the captured character in their capital. Done at the end of the Diplomacy Phase.

Summary

User is prompted if they would like to kill captured player. System responds to the user's choice.

Steps

1. System prompts user if they would like to kill the selected captured player.
2. User responds yes.
3. System removes captured character from play.
4. System shows results of removal to user.
5. User acknowledges restults.

Alternative

User responds no and nothing is done.

Name

Attempting Character Escape

Actors

User

Goals

Determine if captured character escapes

Preconditions

User must have a character that has been captured. Done at end of mana regeneration phase.

Summary

User rolls die and system calculates if character escapes.

Steps

1. System prompts user if they would like to try and escape.
2. User selects yes.
3. User rolls die by dice roll.
4. System calculates is character escapes.
5. Character escaped. User is prompted to move character via move character.

Alternative

Character didn't escape.

Related Usecases

Attempting Character Escape with mana

Name

Attempting Character Escape with Mana

Actors

User

Goals

Determine if captured character escapes

Preconditions

User must have a character that has been captured. Done at end of mana regeneration phase.

Summary

User rolls die and system calculates if character escapes.

Steps

1. System prompts user if they would like to try and escape.
2. User selects yes.
3. User rolls die by dice roll.
4. User is prompted if they want to spend mana to help character escape.
5. User selects yes.
6. System calculates if character escapes.
7. Character escaped. User is prompted to move character via move character.

Alternative

Character didn't escape.

Related Usecases

Attempting Character Escape

Scenarios 4,5,6

Didn't see any special usecases created by these scenarios.