

# BATTLE DOME

**Theme:** Magician's Duel

Every player is equipped with a magic wand with Line  $\infty$ . You inspect the board state and realize nobody can attack another person.

Player data:

#	Notes
P1	Loves air terrain; cannot have anything that's not air in burst 1 range
P2	Special Attacker, in water
P3	Special Attacker, in water; also, next to an edge of the grid
P4	In air, not as obsessed with it as P1
P5	Somehow always ends up on a lava tile
P6	Somehow always ends up on a sticky tile
P7	Is either on a forest tile or has one in its burst 1 range
P8	Has 2 enemies exactly 3 MP away
P9	Is on a normal tile, but has 3 different types of tiles in its burst 1 range
P10	Is insecure and is either adjacent to the edge of the grid or a broken tile

