

Moonlighter Board Game
Jenna Tarkington and Cole Fernandez
Sample Play Document

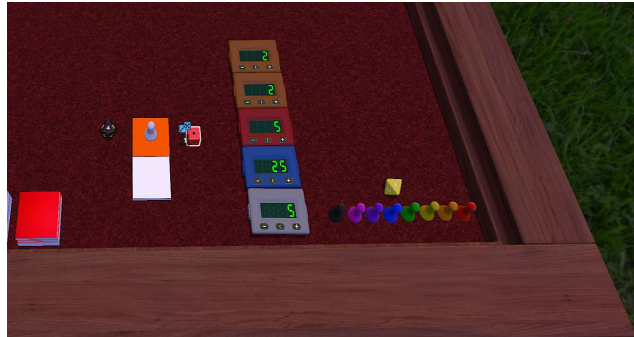
Cole decided he wanted to try out the board game version of his favorite video game, Moonlighter. He begins to set up the game by collecting all the components, sorting out the different colored tiles and begins by placing his white player on a plain white square (neutral starting room) to start. Before beginning his first turn, he is also sure to set all the health counters: white to 5, blue to 25, both orange to 2 and red to 5. (see image below)



To begin his first turn, Cole rolls the Tile 10-sided (black) die and rolls a 4. This lands Cole in an orange enemy room so he places an orange tile down adjacent to the white and moves his pawn onto this tile. Now to progress through the room, Cole now takes the 6 sided Attack die to simulate attacking the enemy. First he rolls a 1 (see image to right), both attacks miss and both white and both orange health counters remain at what they were set. On his next roll, he gets a 3,(see image to left) landing a hit on the enemy and decreasing one orange health counter by 1. Next roll is a 2, another hit! Now the player has defeated one enemy with two health, and only one enemy remains. Next roll is a 6: both player and enemy attacks hit, white health counter is decreased by 1 from 5 to 4 hearts and the other orange counter is decreased to one. Cole must land one more hit to defeat the last enemy and clear the room. He rolls the dice, it's a 5, an enemy hit. Cole still has 3 health and takes another chance to defeat the

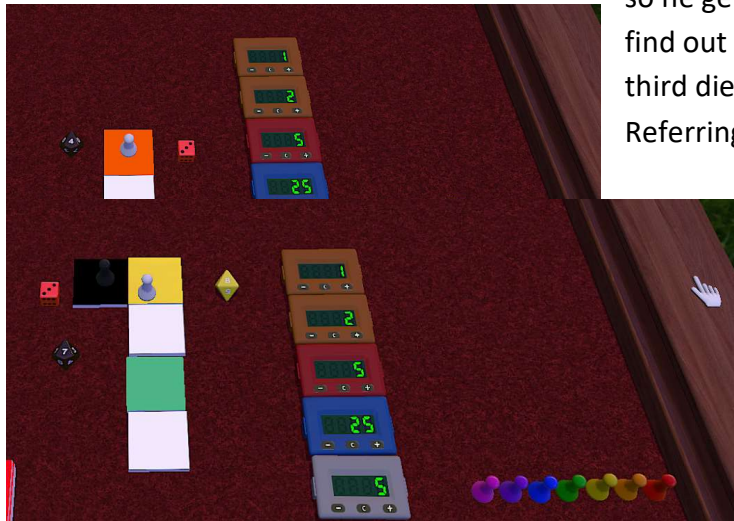
enemies. He rolls the dice again revealing a 4, he defeats the enemy! Cole then flips over the orange tile to green (see image to right) and continues with his movement.

On the next round of rolls, he rolls a 2 landing him in a neutral (white room). He continues by rolling the Tile (10-sided) die again. This time, he gets a 9! Cole is in luck that no yellow tiles are on the board



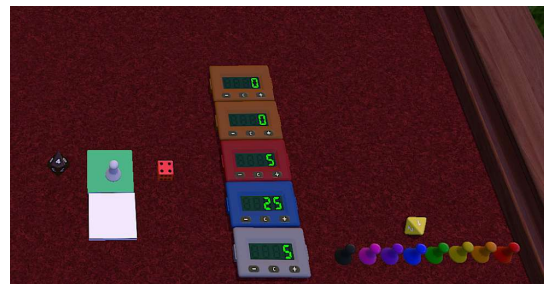
so he gets to place a lootable chest room. To find out his potential upgrade, he now rolls the third die, the Loot die (8-sided) and gets an 8.

Referring to the Loot die rules, this means he can now choose between his regular white player pawn and the black player pawn. The black pawn would give him the ability to ignore the locking effect of the black enemy rooms. He decides to take this upgrade, leaving his white pawn



behind and progressing with the black.

He continues on in the game, rolling the Tile die again. He rolls a 6 landing him in a black room. Luckily, he took advantage of the black pawn's perks meaning if he needs to retreat from the enemy room, he still can. First he resets both the orange enemy health counters to 2. He rolls the attack die now to determine whether or not he defeats the enemies in his current room. Off to a good start he rolls a 3 decreasing one enemy's health by 1 (see image above). Next, he rolls a 1, another hit and decreases the counter by 1 once again, defeating one of the enemies. His third roll he gets a 6, both attacks hit. Cole's player health counter is decreased by 1; he has 2 hearts of remaining health. The remaining orange counter is down to 1, meaning only one more hit is required to clear the room. Next roll, he gets a 1 giving him a second chance. Once



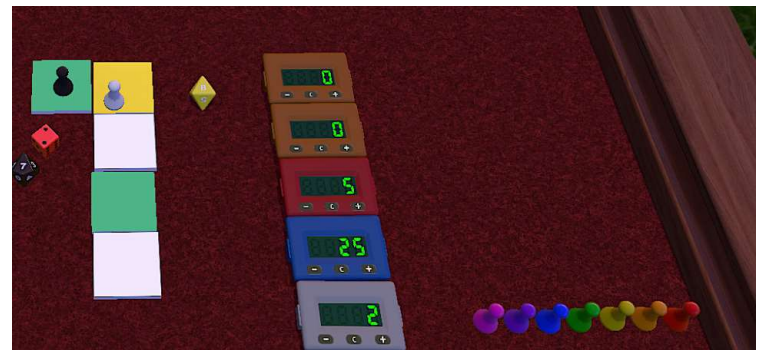
again, he rolls and reveals a 2, finishing off the enemies in the room. He can now turn the black tile over to green and continue with his game play. (see image to right)

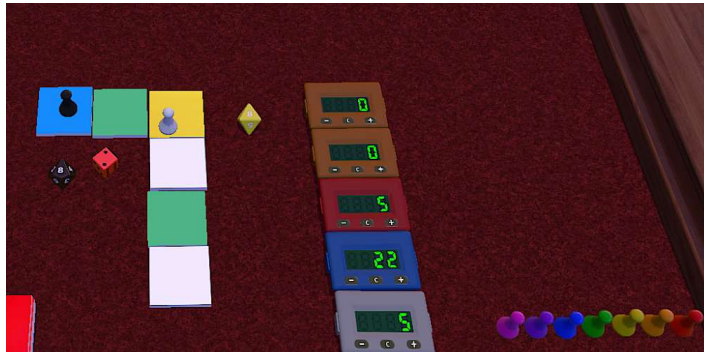
With his health low, Cole is now hoping for a blue room or a chest room to get the chance of increased health. He rolls the Tile die, revealing an 8! He's done it, he got a healing pool room (blue room). He places the blue tile down and moves his pawn onto it. Now his player's health is regenerated to all 5 hearts from his 2 and the health counter is decreased by 3. (see image below)

Cole continues in this manner, defeating enemies, opening chests and taking different pawns to take advantage of their perks. Finally, he completes 10 total green tiles on the board and unlocks the ability to roll for the boss level. After a few rolls and progressing through more rooms, he rolls a 0, spawning a boss room. Before entering, Cole decides to backtrack through the previous rooms to regenerate his health in the healing pool and grab the red pawn he had

left behind for a chest room earlier. With the red pawn and full health, he is now ready to take on the boss enemy! He enters the red room, checks the counters for proper health numbers (both counters should be at 5 unless pink pawn is in play) and begins rolling the attack die under the boss enemy alterations. First he rolls a 1 (see image to right), not a great start, the enemy has landed a hit,

decreasing the player health by 1. Next roll, the Attack die reveals a 2 which means Cole landed a hit on the boss. Since he is playing as the red pawn this deals double damage, meaning the red counter is now at 3 hearts. The odds are in Cole's favor. Another roll of the attack die gets Cole a 6. Both boss attack and Cole's attack hit; his health is decreased by 1 from 5 to 4 and boss health decreases by 2 again due to red pawn. Cole is so close to defeating the dungeon!





Next roll, 1, both attacks miss. Again, a roll of the attack dice, a 4! (see image to right) Cole lands a killing blow on the boss, defeating it for good!

Now, Cole has completed this dungeon and can reset the tiles to move on at a higher difficulty with more enemies, higher health bosses and the crippling chance of defeat. Good luck!

