

Enter The Fray

Enter the Fray is a multiplayer strategy card and board game that puts players through a gauntlet of challenges to see who can come out on top. Players need to work together to complete these hard objectives, but beware, only one can be victorious.

The game pits players against each other in a race to see who can conquer the land. There are various adapting win conditions the players need to be wary of to formulate the best strategy to take down their opponents. Prepare for challenges that players must face solo, or together, to find themselves victorious. Resources are scarce and using the tools at your disposal will be necessary to outwit the others around you. Creating allies will be useful, but do be careful, as betrayal is likely to happen within the conquests of this kingdom.

Goals and Pillars

- **Friend or Foe?** - Players can reap the benefits of working together through their challenges, but there is always the lingering temptation to get ahead, even if it means hurting someone else to get there.
- **Routes to Victory** - Players can deploy different strategies and feel like they have the power to get themselves ahead.
- **Masterminding** - A variety of tools and player actions allow players to craft their own strategies to outwit their opponents.
- **Replayability** - Each game should play differently and shouldn't have one direct path to winning.

Targeted Types of Fun

- **Challenge** - Game as obstacle course. Games that provide the player(s) with highly competitive value or with increasingly difficult challenges.
- **Fellowship**: Game as social framework. Games that have social interactions as their core or as a big feature.
- **Expression**: Game as self-discovery. Games that allow for self-expression from the player through gameplay.

Gameplay Summary

Enter The Fray is a competitive multiplayer card game that is won in multiple ways. Players can either capture the central encampment, overwhelm opponents with their armies, or get enough intel to blackmail the other kingdoms.

Players will take their turns using the cards at their disposal to complete objectives and command their dominion. Achievement rounds will come and players will have to work together to complete the objectives given. But strategize well because at the end of this round only one of you can take home the rewards.

Resources are used to play the three types of cards: Rogue, Onslaught, and Spell cards. These cards will give an edge to most situations and will even alter the win conditions. But be wary of how these cards are used as resources are hard to come by.

Game Set-up

At the start of the game, players will roll a D12. The player who rolls the lowest number will start and then the next lowest etc. The starting player will be designated the number 1, the second number 2, the third number 3, and the fourth player is number 4.

(Before this next part read Section on beneficiaries and rivals.)

After that has been done, each player will roll the D4 two times. The first roll will determine who is designated as your beneficiary. The second roll will determine who is designated as your rival. If you roll your own number for either then roll again. If you roll a rival that is already a rival to someone else, also roll again and same for the beneficiary. Each player should be a rival and a beneficiary to only one other person.

(Deck compositions and the cards they are composed of are listed further down below)

The players will now each choose their deck composition in their turn order.

Now turn based gameplay starts and player one can start their turn.

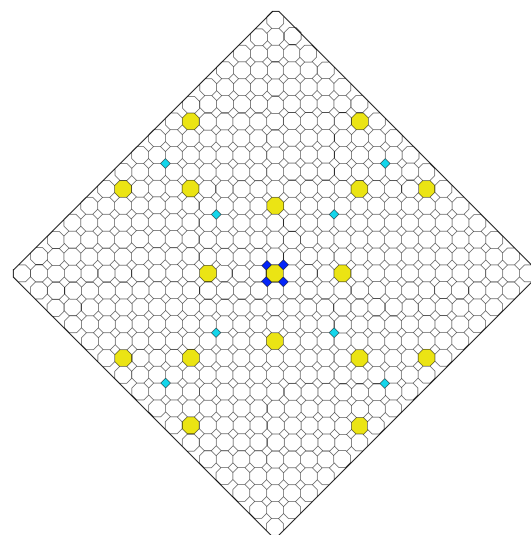
Each round the next player in order will start the round.

Ex. The first round starts with player 1, Round two will start with player 2, etc.

Resources

There is one resource, which is called Ven. Ven are used up by cards and spawning units/scouts. Each card has a designated Ven cost which will be at the top left on the front of each card. Ven can be rewarded from achievement rounds or by salvaging from certain points on the map. To obtain the Ven in one of these plots, one of your **scout** pieces needs to be on a moveable spot surrounding the square the plot is in. You gain the Ven after a turn of the scout touching that Ven spot. Multiple scouts can capture at the same time and they stack.

At the end of each round gain 1 Ven for each of your scouts that is next to a teal tile.



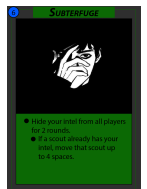
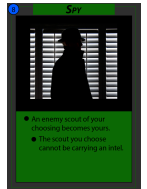
Card Types

Rogue:

- **Crow** - Gather information on opponent movements

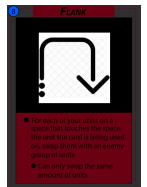


- 5 Ven cost
- This allows you to spawn a scout on the tile closest to the edge of the board on each side.
- If a unit is occupying that spot, kill it and cause the card to cost 10 Ven instead.
- **Spy** - An enemy scout piece of your choosing becomes yours.
 - 8 Ven Cost
 - The scout cannot be carrying intel.
- **Wraith** - The scout you use this card on can move through enemy units for 1 turn.
 - 3 Ven cost
- **Subterfuge** - Hide your intel from all players for 2 rounds.
 - 6 Ven cost
 - Opposing scouts cannot pick up your intel while it is hidden.
 - If a scout already has your intel, move that scout up to four spaces.
- **Thief** - Take an intel from another player's scout piece and give it to a scout piece you own on the board.
 - 8 Ven cost
 - You cannot win on this turn or the next if it is the last intel you need.
 - Each player can choose one of your scouts to kill. They cannot choose the scout you just gave the intel to.



Onslaught:

- **Rampage** - Turn a single unit piece into a berserker. A berserker piece's attacks will hit opponents in a circle around them (The 4 spaces connected to the space you attacked on). After 3 rounds it will die of exhaustion and be removed from the field.
 - 6 Ven cost
 - These units' attacks can kill ally units.
- **Bulwark** - Turn a unit into a bulwark unit. Bulwark units taunt other units within a three space area. If a unit is taunted, it can only attack the bulwark unit. A bulwark unit cannot attack.
 - 4 Ven cost
- **Flank** - for all units that are connected to the unit you choose, swap places with an enemy unit that is connected. Can only swap the same amount of units. (If you have 4 connected units and they have 2 you can only swap the two of your units with theirs.)
 - 8 Ven cost



Spell:

- **Unveil** - Transform one of your pieces into the other type of piece. (unit becomes a scout or scout becomes a unit)
 - 3 Ven cost



- **Teleport** - Take a player piece and place it anywhere within 3 moveable spaces of a unit you currently have in play. If this piece is a scout it is reduced to 1 moveable space.
 - 5 Ven cost
 - If teleporting to a scout, Ven cost is now 8.
- **Guild Summon** - All of your units are turned into a mage for one round. Mages can attack from 2 spaces away.
 - 10 Ven cost
 - If you have a bulwark or berserker on the field they will be turned into mages as well. The bulwark unit will return to a normal unit and the berserker will be killed when the round ends.



Card Deck Options

- Frontal Assault: After using an onslaught card, spawn a unit at base camp.
 - Rogue Cards: 2
 - Wraith: 2
 - Onslaught Cards: 11
 - Rampage: 4
 - Bulwark: 4
 - Flank: 3
 - Spell Cards: 2
 - Unveil: 1
 - Teleport: 1
- Spellcaster: between each Fray, a spell card of your choice is free of Ven cost.
 - Rogue Cards: 4
 - Wraith: 2
 - Subterfuge: 1
 - Spy: 1
 - Onslaught Cards: 1
 - Flank: 1
 - Spell Cards: 10
 - Unveil: 4
 - Teleport: 4
 - Guild Summon: 2
- Assassin: After picking up an intel that scout cannot be attacked in that round. If you are on the winning team within the frays, pick any card and add it to your deck.
 - Rogue Cards: 10
 - Wraith: 3
 - Crow: 2
 - Spy: 3
 - Subterfuge: 3
 - Thief: 2
 - Spell Cards: 2

■ Unveil: 2

Beneficiaries and Rivals

Beneficiaries and rivals have specific perks tied to cards that are played. They will also determine who gets rewards and how they get split up at the end of achievement rounds.

- A player cannot be both your beneficiary and rival.

Perks:

- Beneficiaries:
 - When your beneficiary captures a Ven spot, you get one Ven.
 - When your beneficiary kills one of your rival's pieces, gain a Ven.
- Rivals:
 - When you kill a rival piece, gain a Ven.
 - When your rival captures a Ven spot you lose a Ven.

Achievement Rounds

The term this round will be referred to as is **The Fray**.

On rounds 5, 10, and 15, the normal play is paused and the four players will split up into groups. Each player rolls the D4 to determine their team. Players that roll the same number are teamed up for the duration of the fray.

Then each team will roll the D4 to determine their objective for the achievement round.

How it works:

- While the fray is happening, win conditions cannot be progressed upon or completed.
- Monsters and resources will spawn at the beginning of each fray. The fray doesn't end until a team has completed their objective.
- Player units can attack any other player units even if they are on your team.
- All play continues the same way but the rounds never increase until the fray is completed.
- Cards with round conditions will still be applicable to those conditions throughout the fray.
- When each fray is completed, reverse turn order.
 - Turns will go from 1,2,3,4 to 4,3,2,1.

The Rewards: For the team that completes their objective first and ends the fray

- First Fray: 10 Ven
- Second Fray: 20 Ven
- Third Fray: 30 Ven

How rewards are split:

- If you are on your own, you get the whole reward.
- If you are in a team of two:
 - If either player is a beneficiary to the other, and both players choose to do so, rewards are split evenly.
 - If either player is a rival to the other, and at least one rival player decides to do so, they can take turns between them two to destroy one of the other's units on the board. Whoever takes out the other's unit first takes all the reward for themselves.
 - If neither are a rival or beneficiary, or choose not to do the above, the player who completed a majority of the objective they were given will get 75% (rounded down) of the reward and the other player gets the rest.
- If you are in a team of 3 or 4:
 - The player who completed the most of the objective gets a certain amount of the reward.
 - The other two players will split the rest
 - Allocation per achievement round is as follows for 3 allies:
 1. 4 to the main ally and the other two both get 1
 2. 4 to the main ally and the other two both get 2
 3. 6 to the main ally and the other two both get 2
 - Allocation per achievement round is as follows for 4 allies:
 1. 3 to the main ally and the other three get 1
 2. 5 to the main ally and the other three get 1
 3. 4 to the main ally and the other three get 2

Objectives within the fray:

For each player in a team -

1. Kill 2 monsters and Salvage 1 Ven
2. Salvage 2 Ven and Kill 1 Monsters
3. Kill 1 other player piece and Capture 2 Ven
4. Kill 1 other player pieces and kill 2 monsters

Turn Actions

On every player turn the player can play as many cards as they want as long as they have the Ven for it. They can spawn up to 4 units and 2 scouts per round. Units can be spawned on the four tiles closest to your side.

Scouts:

- Cost 3 Ven.
- Cannot attack.
- Cannot move through other units, except your own.
- Can move up to 4 spaces in a single round.

- Scouts capture an intel by being next to their own encampment with it at the end of your next round. (The scout with the intel has to be next to your encampment for two full rounds)

Units:

- Cost 2 Ven.
- Cannot capture intel or salvage Ven.
- Can move three spaces in a single round.
- If a unit is moved onto a space another unit is occupying, it kills that unit and removes it from the board. If a unit kills another unit it cannot keep moving.
- If a unit is on a space next to another player encampment at the end of a round the encampment takes 1 damage.

Win Conditions

Players can win in four ways:

- Capture the Central Encampment : 30 capture points
 - This space is surrounded by blue squares.
 - Have a unit stand in a space that touches a blue square to gain 1 capture point. For each blue square the unit is touching, the capture point amount is increased.
 - Ex. If I have a unit in the very center touching all four spaces, it will give me 4 capture points.
 - Units stack their capture points.
 - For each capture point added, Ven is decreased from the player's total Ven depending on how far along the game is.
 - If no Fray has started yet: 2 Ven is deducted per capture point.
 - If one fray has been completed: 1 ven Ven is deducted per capture point.
 - If two frays have been completed, there is no Ven deduction.
- Gather the intel
 - Acquire any 3 intel and bring them back to your home encampment to capture them.
 - You can capture the same person's intel multiple times.
 - After an intel is captured it is reset back to the original location.
 - Intel can only be captured by rogue units.
 - To capture an intel stand on the space it is on. You cannot keep moving this rogue in the same turn after landing on the intel space.
 - If a rogue is killed while carrying intel, it is immediately returned to the intel space of that player.
- Be the last Standing
 - Player Encampments have 5 health each at the start of the game.
 - All the other player encampments besides yours are destroyed.
 - If a player's encampment is destroyed, all their pieces are removed from the board and they lose the game. They cannot play any more pieces or cards.