

Zijin Li, Viraj Shirodkar, Yang Hu

Professor Alisa Bricker

GSND-5111: Game Design & Analysis Seminar

Due Date: July 28, 2020

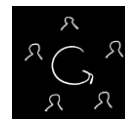
### Project 1 Game Rules and Instruction

#### Game Objectives:

Climber is a Battle Royale board game in which players play as animals, seeing who can be the last one standing.

#### Basic Rules:

1. Every player has **3 hearts**. Once a player lost all of them, the player is out.
2. Each player draws **1 animal card** and **3 action cards** at the beginning of the game.
3. Player chooses one of six black-edged tiles as **spawn area**.
4. Players take **counterclockwise** turns.
5. In each turn, a player does following things:



1. **Draw a card** from the deck.
2. **Move or play cards**. Both of these cost action points. Each move costs 1 AP, and each card has its own AP cost (see instructions for AP below)

6. After the player did all the actions, the turn ends. At this point, a player could have at most 3 cards. Player will need to discard the exceeding amount to meet this limit.
7. Map shrinks every 2 rounds (all players have executed their turns). Roll a dice and remove one side from the map. If a player is standing in the removed area, the player loses 1 heart and automatically moves to the nearest valid tile.
8. Fight until there is only one player remained.

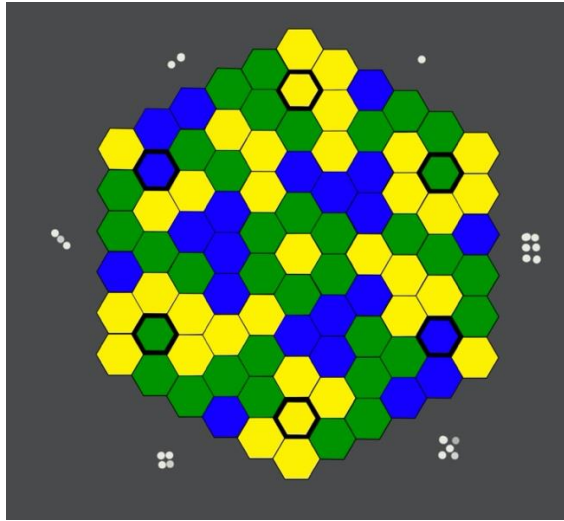
#### Advanced Rules:

1. Action Points:

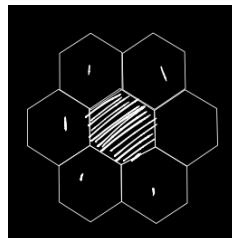
At the beginning of a turn, the current player throws a coin to determine how many action points he/she could use in this turn. If got head 1/3/5 (odd) points could be used; if got tail, 0/2/4 (even) points could be used. Player will need to claim how many points would be used specifically before taking action. Player could use AP in any order. For example, if player A gets a tail and claims 4 points to use, A could do 4 moves, or using 2 2-cost cards, or do 2 moves and then use a 2-cost cards, or use the cards first, and then move,

Note that if the player chooses 0, he/she draw a card and end the turn (no need to discard and meet 3 cards limit). If the player chooses 1, he/she can draw a card and use it with 0 AP.

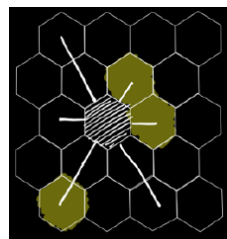
## Terrain System:



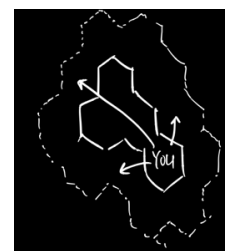
1. The map is divided into three colors, green, yellow, and blue, which represent jungle, grass, and swamp.
2. Each animal has his preferred terrain and disliked terrain.
3. When an animal stand in the preferred terrain, he will get extra ability.
4. When an animal stand in the disliked terrain, the attacked range will be 1.



5. Animal cannot attack through disliked terrain.



# Animal Cards:



	JUNGLE	GRASS	SWAMP
Class Ability	You can consume 2 AP to swing to the nearest jungle tile (limited once per turn).	If you stand on grass terrain, your next move will not consume AP.	If you stand on the swamp terrain, you can attack anyone on the shore.
Animals			
Animal Ability	You can rise 1 AP to choose an animal in any jungle and move him 1 tile toward any direction.	You can skip the card drawing section in this turn. By doing so, your attacked range will be 4 and your attack won't be affected by the disliked terrain.	You can skip your turn to attack a player on any shore/in any swamp. (won't consume cards)
Animals			
Animal Ability	At the end of your turn, you can skip your next turn and draw 3 cards.	If you get attack outside your turn, you can discard 1 card to attack the source of that damage.	If your attack is dodged, you can discard a card and collect that "dodge". Your "dodge" can be rised as "attack".

Chance Card:

Name of Card	Amount of Card	Cost of AP	How It Works
ATTACK	20	2	Attack one animal within your attack range
DODGE	10	0	If you are under attacked, you can use this card to dodge the attack and move 1 tile toward any direction
STEAL	6	3	You can choose one animal within your attack range and steal one card from it.
DISCARD	7	2	You can choose one animal within your attack range and discard one card from it.
HEAL	5	2	+ 1 heart. Could be used outside of your turn when your heart is 0.
INSURANCE	5	0	Whenever you lose card out of your turn, you can use this card and draw 2 cards.
DRAW 2 CARDS	4	2	
+ 2 AP	4	2	Select an animal within your attack range (could be yourself). It has + 2 or – 2 AP in the next turn. (Put this card in front of the target animal).
- 2 AP	4	2	