**STAYIN ALIVE GAME DETAILS**

* **Objective:** Be last one alive.

Note… **α** This number is changeable before game start under game settings

* **Gold**  **(Gold units, gu)**
  + All players start with 100gu**α** in the bank.
  + After first round, an income of 10gu**α** times your current percent health is added to your bank account.

* **α**These default settings can be changed…
  + # of gu per player at start.
  + # of gu income per round.
  + # of hu per player at start.
  + # of hu healing per round (max).
  + Purchase price of health units, i.e., the number of hu per gold unit.
  + Purchase price of offense units, i.e., the number of ou per gold unit.
  + First kill bonus.
  + First and last strike bonuses starting balance.
  + First and last strike bonus multipliers.
  + Reports (yes or no) to share outcomes of wills and potentially other data.
* **Health**  **(health units, hu)**
  + All players start with 100hu**α** at the start of the game.
  + When your units of health drop to zero, you are dead and out of the game.
  + Health is displayed on phone and also on the ZacPacMan shelf as a percent of being lit up.
  + If you have 100hu, you are 100% healthy and your character is lit 100% of the time.
  + If you have 37hu, you are 37% healthy and your character is flashing and lit only 37% of the time.
  + Health status ranges from 100 hu units (fully healthy) to 0 units (your dead—game over for you).
  + Health cannot exceed 100 hu.
  + Your current level of health affects your ability to fight, defend, heal, and help others.
  + Health can be added by three ways…
    - Self-healing: Up to 10hu**α** of “self-healing” health are added for each player each round with the amount of health units added equal to… 10hu \* (current hu balance) / 100hu (rounded down).
    - Self-purchased or donated: You (or donated by another) can purchase 1hu per each unit of gold (gu).
    - Whether self-healing or purchased, the amount of hu’s added is impacted by your percent health. For example, if 6 hu are purchased by (or for) you, and you are only 33% healthy (i.e., a 33hu balance), you will only grow your hu balance by 2hu (6hu \* 33% = 2hu).
* **Defense:** Your defense (other than mirrors explained later) is really your hus. The more hus you have, the more likely you will survive attacks.
* **Offense**  **(Offense units, ou)**
  + Gold units (gu) can be spent attacking others (offense units, ou).
  + If you are 100% healthy, each gu spent will equal 1ou for attacking others.
  + If you are less than 100% healthy, the ou is reduced at time of purchase to the percent health of the attacker.
  + Offense units (ou) do need to be assigned/directed to specific opponents.
  + Ou are not banked but spent completely within any battle/round. Any unassigned ous are just lost.
  + 1ou will reduce the opponent’s health by up to 1hu provided the opponent (defender) has not employed a mirror against the attacker.
* **Mirrors**
  + When used, a mirror will reflect 100% of any attack from an opponent back to the opponent.
  + Mirrors do not defend against reflected attacks. Mirrors only defend again direct attacks.
  + Each player has up to 6 mirrors at the start of the game.
    - 5 of the 6 are “player specific mirrors”, one for each of the other players (assuming six players are playing).
      * A player specific mirror can only be applied to the specific opponent it is assigned.
      * Player specific mirrors are activated by selecting the reflection of the opponent you wish to mirror.
    - 1 of the 6 is a “Mirror All” which…
      * …is selected by clicking on your own reflection, and
      * …mirrors all attacks by all opponents.
* **Kills**
  + Some battles will result in kills.
  + A kill will be credited to only one attacker based upon the following and in order…
    - The attacker who employed the most ou against the deceased during the battle that resulted in a kill.
    - If a tie for most ou, then that attacker with the least amount of gu.
    - If still a tie, then the attacker with the least amount of mirrors remaining.
    - If still a tie, then the attacker with the least amount of hus remaining.
    - If still a tie, then no one gets credit for the kill.
  + A credited kill results in a kill bonus of 10**α**gu to the killer.
  + The player credited with the first kill in the game will also be awarded a “first kill bonus” 20**α**gu to the killer with amount based upon the game settings.
  + There are also two other bonuses that are settable in the game settings. Those two bonuses are…
    - A “First Strike” bonus awarded to the first to attack and if a tie, between those tied, the one who attacked with the most force.
    - A “Last Strike” bonus awarded to the last person to attack and if a tie, between those tied, the person who attacked with the least amount of force.
    - For both bonuses and for reach round the first and last strike has not been resolved, a multiplier of 1.1**α**gu is applied to the First Strike and Last Strike bonuses. This is to incentivize both conflict and kindness.
* **Wills**
  + A player’s remaining gold and mirror balances can be willed to any number of opponents upon a player’s death.
  + The most updated will from when the deceased was alive will be used; however, any player credited with the kill will receive nothing from the deceased’s will—“nothing willed to the credited killer.”
  + Mirrors can be banked. Because wills make it possible to have more than one mirror, a number will appear on top of any mirror for which a player has more than one remaining of that mirror type.
  + Beneficiaries in a will are selected by tapping on the non-reflected player’s character.
  + A small document (a will) appears on the character when they are selected as a beneficiary.
  + If more than one beneficiary in the will is still alive…
    - The deceased’s gold will be split evenly.
    - Any willed mirrors will be randomly assigned by drawing to the surviving beneficiaries.
* **Rounds…**
  + No limit on rounds. Play continues until only one is “Stayin Alive.”
  + Each round contains two phases… 1) battle planning, and 2) battle.
  + In the Battle Planning phase, you can …
    - Spend any number of your gold units to purchase…
      * Health units for yourself
      * Health units to donate to others, and
      * Offensive units to attack specific opponents.
    - Select any mirrors you wish to use to defend yourself.
    - Update your will if desired.
  + In the Battle phase, the game will…
    - calculate the results of the battle,
    - update health units, mirror inventories, and gold units as described above,
    - make distributions for wills,
    - and report outcomes (statements like… Inky willed x# of mirrors to Pinky).
* **Programming Notes:** 
  + “Games” button on main screen opens “Game Settings” and starts game setup mode.
    - Game Setup Mode returns Atmega to normal startup settings except now in game setup mode.
    - Allows first person to submit changes to settings to lock in game settings.
    - If already in game setup mode, game settings are displayed and available choices for player characters are shown as tombstones.
    - Selecting a tombstone locks player character and opens up a rename box that shows normal character name as default.
    - Selecting “Ready” takes player to main game display and adds to players ready count.
    - When player ready count = # of players in game settings, Game enters running mode.
  + “Game Settings allows anyone to change settings until first person submitsNo limit on rounds. Play continues until only one is “Stayin Alive.”