Basic Setup

There are four players in our prototype: two crawlers, a dungeon master and a game master. The dungeon master and crawlers are separated by a t-shaped divider, the dungeon master sitting at the top.

The crawlers and the dungeon master each have their own playboard composed of 4x4 tiles. The tiles are one-sided, containing a 5x5 cell layout representing one room of the dungeon each, connected by corridors. Each of the cells can either be wall (filled) or floor, adjacent cells can also be disconnected by walls, floor tiles at the edges of a tile can contain a door. The boards are all in the same configuration and orientation.

The dungeon master also has 4 ability cards, featuring a symbolic representation on the front and a number from 1-4 on the back.

Further props in the game are: two dices (D6 & D4) a black marker and post-its of four different colors.

Entities on the map

There are three different entities that can take up a floor cell on the map. They are represented by differently colored post-its.

Crawlers (blue, either marked 1 or 2) can move around (up to 3 cells per round), pick up collectibles and attack one enemy in an adjacent cell (throw dice).

Enemies will follow Crawlers around if in the same tile, and will attack them if they are in adjacent cell. There are two types of enemies: basic enemies (red, deals 1 damage, has 5 HP, moves up to 2 cells) and a boss (yellow, deals 2 damage, has 20 HP, moves 3 cells).

Loot (green) can be picked up by crawlers, it will recharge a random missing ability of the master (throw D4).

Games Setup

Before the game starts and the players can see, the game master prepares the playboards. He places players, enemies, loot and the boss on the boards.

To simulate fog of war, all tiles that they don't stand on, will be flipped for the crawlers (crawlers can only see their own tile). The dungeon master can view all tiles, but can see basic enemies only on tiles of crawlers. The dungeon master further receives his ability cards.

Game Play

The players take turns (Dungeon Master -> 1 -> 2 -> Game Master).

The master can perform two different actions: Gesture a crawler or use an ability.

If the master choses to gesture a crawler, he can stick his hand around or over the divider and for example point in the direction that he wants the crawler to move.

The master has four different abilities representing both direct and indirect skills. He can either buff or debuff a certain crawler or enemy or throw a fireball or heal orb that will affect the entire tile. This is a basic solution to emulate VR-induced accuracy.

A buff gives one specific player double attack damage for that round, a debuff will prevent an enemy from attacking that round. Using a fireball, the dungeon master throws a D6 dice, the corresponding damage is then dealt to all enemies AND crawlers in one selected tile. Using the heal orb, all crawlers

AND enemies are healed in one specific tile. Therefore, all damage marked post-its are replaced with fresh ones.

A master can only use an ability if the corresponding ability card is not flipped. When using an ability, the card if then flipped.

The crawlers start by moving up to three cells. Crawlers can only move over empty fields and only stay in empty or loot fields. Crawlers cannot move diagonally. If moving to another tile, the crawlers have to move to the cell containing the door first, then the neighboring tile is flipped. On leaving a door cell, the other tile is flipped again. When moving, crawlers move their post-it to the corresponding cell.

If staying on a loot cell, the player has to either throw a D4 dice until the number of a used master ability, the corresponding master ability card is then flipped, the loot sticker is removed. If the master has no used abilities, the loot stays in place.

After moving, a crawler can attack enemies in adjacent cells. Therefore, he throws a D6 dice and deals that amount of damage to one specific enemy. The dealt damage is indicated on the enemies post it by marker lines. If an enemy took damage GTE his health, he dies and is therefore removed from the board.

Before each of the other players' turns, the game master has to make their visible tiles globally consistent. If a player moves to another tile, that needs to be updated as well before entering. The dungeon master can still see remaining enemies in tiles that crawlers left.

After dungeon master and crawlers have finished their turn, the game master will play the enemies in the players' tiles. Enemies will move towards the next player (basic: up to 2 cells, boss: up to three cells). Enemies cannot move across tiles. After moving all movable enemies, each crawler will receive damage from adjacent enemies (basic: 1, boss: 2). Each enemy will only attack one crawler, the first one he encountered, if encountered at the same time, priorities are: north, east, south, west.

End Conditions
The game is lost when both crawlers are dead (damage > 10) and won when the boss is killed.