# Gameplay

Gameplay is divided into two main portions: encounters and overworld.

The Overworld allows players to customize, improve and equip items on their characters and to select which encounters they would like to engage in.

Encounters are resolved by playing a Match-3 style game, with a slightly modified ruleset.

The overall goal of the game is to defeat a specific encounter within a set number of encounters. For example, defeat The Wicked Witch encounter in 20 Encounters.

# Overworld

In the Overworld, players may

* Use Trophies
* Select next encounter

# Encounters

Every encounter has victory or defeat conditions, which when resolved will end the encounter and either reward or punish the player (or both!). There may be multiple victory or defeat conditions. Additionally, bonus objectives may exist in each encounter which can be fulfilled by meeting some condition.

Rewards are given in gold, experience and trophies.

Most objectives can be met by accumulating a certain amount of some specific attribute within a set number of turns. (P.S., all Encounters can be solved by Luck)

Each turn, you may use one ability or pass. After using the ability or passing, the board state is matched.

Players can collect attributes by matching 3 symbols of the same type (horizontally or vertically). Matched symbols will be removed from the board. Symbols will fall to occupy the space created from the removed symbols, and new symbols be created from the top to re-populate the board.

Unlike other Match3 games, we will not check the for matching symbols again at this point. The player will get the chance to make another move before matches are checked. This is to increase the amount of control the player has over which symbols get matched and which do not.

Not all victory conditions are equal. For example, resolving an “Argument” through Charisma is far better than beating the other side into submission through Strength, or sneaking away with Agility.

The Encounter system favors the player to gain resources in an intentional manner, and places emphasis on developing a well-rounded character as opposed to narrowly specialized characters who accumulate a single attribute quickly.

A few example Encounters are listed below:

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Bandits Encounter**  -1 Charisma per Turn  -1 Intelligence per Turn | | | | | |
| Objective Name | Fight | Escape | Convince | Patrol | Defeated |
| Objective Type | Main | Main | Main | Main | Main |
| Requirements | 20 Strength | 30 Agility | 100 Charisma | 50 Luck | >= 5 Turns  -OR-  >= 1:00 Time |
| Experience | 10 | 10 | 50 | 0 | 0 |
| Gold | 10 | 0 | 0 | 0 | -20 |
| Trophies | Warrior +1 | Escape Artist +1 | Leader +1  Bandit Follower +3 | Lucky +1 | Injury +1 |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Drowning Encounter**  -5 Strength per Turn  Start at 20 Strength  x0 Charisma Gain | | | | |
| Objective Name | Swim | Driftwood? | Drown | Dive For Treasure! |
| Objective Type | Main | Main | Main | Bonus |
| Requirements | 40 Strength | 50 Luck | <=10 Strength | 40 Strength, 50 Agility, 20 Luck |
| Experience | 20 | 0 | 0 | 0 |
| Gold | 0 | 0 | -100 | 100 |
| Trophies | Athletic +1 | Lucky +1 | Injury +5 | Treasure Hunter +1 |

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Barter Encounter**  +10 Charisma at Start if Knowledgeable >= 2  +1 Charisma whenever you gain 3 or more Intelligence at once  +1 Charisma per Strength if Intimidating >= 1 | | | | | |
| Objective Name | Discount | Charity | Spirit Away | Rob | Purchase |
| Objective Type | Main | Main | Main | Main | Main |
| Requirements | >=30 Charisma | >=100 Luck | >=50 Agility | >=50 Strength | >= Turn 10 |
| Experience | 0 | 0 | 10 | 10 | 0 |
| Gold | -50 | 0 | 0 | 0 | -100 |
| Trophies | Item +1 | Item +1  Pathetic +1 | Item +1  Suspect +1 | Item +1  WANTED +1 | Item +1 |

# Primary Attributes

## Strength

Strength is the attribute of brute force. Strong characters are able to force their way through many scenarios, although they find it difficult to achieve the finer rewards.

In gameplay terms, Strength can make large changes to the board, but struggles to make small changes to the board.

## Agility

Agility is the attribute of subtlety and deception. Highly agile characters may manipulate the board state into favorable situations as they wish.

In gameplay terms, Agility can make directed and focused changes to the board.

## Intelligence

Intelligence is the attribute of learning and resourcefulness. Characters with high intelligence are often able to adapt to various situations by generating tokens, or converting tokens of one type to another.

In gameplay terms, Intelligence is the jack of all trades, able to easily generate other attributes.

## Charisma

Charisma is the attribute of influence and being sociable. Charismatic characters adapt to various situations by influencing their allies or their enemies. They are often also more affluent, and have access to better equipment in general.

In gameplay terms, Charisma is the resource attribute. It is not directly useful in combat situations, but often leads the way to gaining better equipment.

## Luck

Luck is the attribute of, well, being luck. Characters with high luck find success in all their endeavors, although a heavy reliance on it is ill advised.

In gameplay terms, all encounters can be defeated by luck. However, some encounters may (randomly!) require more luck to resolve than others.

# Classes

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Alignment** | **Basic Ability** | **Basic Trophy** |
| Warrior | Strength | **Bash**  Cost: 1STR  Destroys 3x3 square of tiles | **Strong**  Gain 1STR each turn. |
| Thief | Agility | **Sleight**  Cost: 1AGI  Switch two adjacent tiles with each other | **Agile**  Gain 1AGI each turn. |
| Scholar | Intelligence | **Inquiry**  Cost: 1INT  Destroy a tile, gain resource based on its type | **Intelligent**  Gain 1INT each turn. |
| Nobleman | Charisma | **Influence**  Cost: 1CHA  Transform a Charisma tile into a tile of your choice | **Charismatic**  Gain 1CHA each turn. |
| Jester | Luck | **Risk**  Cost: 1LUK  If selected tile is a Luck tile, transform to another tile type at random. Otherwise, transform to a Luck tile. | **Lucky**  Gain 1LUK each turn. |

# Character

A Character is fully described by:

* Class (Warrior, Thief, Scholar, Nobleman, Jester)
* Trophies

From this, we may derive:

* Attributes (Strength, Agility, Intelligence, Charisma, Luck)
* Active abilities that they may perform in encounters
* Passive modifiers that apply in encounters
* Trophies that can be activated in the Overworld

# Trophies

Trophies may

* Alter a character’s attributes
* Used in the Overworld for various effects
* Provide active abilities to use in encounters
* Provide passive modifiers in encounters
* Be checked for objectives in encounters

# Abilities

Characters learn or obtain gain Abilities. Each character starts with a specific ability, although they may learn other abilities.