**Story:**

The players are all heroes who have become bored with the hero lifestyle. Because of this they all attempt to lose their status and become regular villagers again. Only one hero can lose their status because the people need a hero.

**How the game played:**

The game was played by having each player start with 2000 glory and the main aim was to lower your glory to 0 first. There was also the villain and God ending goals.

Glory could be increased/decreased by random events which were cards based on the type of square the player landed on. (Field -> field event). Glory could also be lost by losing battles but gained by winning.

Players could fight each other and could intervene in other fights if they had items. I think originally you had to land on the enemy player’s square to be allowed to attack unless you were the villain in which case passing was allowed.

**Ending goals:**

|  |  |  |
| --- | --- | --- |
| **Name** | **Requirement** | **Story** |
| Normal (Villager Ending) | Reduce glory to 0. | The player is no longer recognised as a hero and lives the rest of his life as a villager. |
| Evil (Villain Ending) | Become the villain and kill each player once. (was later changed to just kill 3 times.) | The player will become renowned as an evil demon and will have the world turn against them. The villain will smile over this new world as they will no longer be bored. (This was your idea) |
| God (Glory Ending) | Increase glory to 4000. | The player will be worshipped so much that he achieves god like powers. Still bored with the world, the player will destroy it and recreate a more interesting version. (This was Dom’s idea) |

**Battles:**

Battles could be fought between players and against monsters. They were decided by dice rolls with the monster getting an extra boost in power depending on its strength. the goal was to get the lower dice roll and be beaten by the monster. being beaten loses glory whereas winning increases it. The amount of glory gained depended on the strength of the monster. (E.G. Dragons were powerful and therefore had a big strength boost so it was easier to lose but little glory would be lost. Slimes would be weak with little strength bonus so harder to lose but more glory removed.)

Each player would have 50HP and losing a battle would remove 5 \* the difference in dice roll. (player dice: 2, enemy dice: 5, diff: 3, hp lost: 15). Players would lose 2 turns if their health reaches 0.

Players could intervene in a battle if they had an item so if a player was fighting a monster and was about to lose, another player could intervene by giving a weapon with strong damage boost so the player ended up winning instead. items and weapons were bought in the town corner.

**The board:**

The board was a square with each corner being a different zone.

The zones were:

* Town
* Forest
* Mountain
* Field

The player could only move in a clockwise direction unless you were the villain in which case you could go whichever way you wanted.

Each space on the board was a different tile which either meant the player had to draw an event card, fight a battle or simply rest and restore HP.

The tiles were:

* Village
* Forest
* Field
* Mountain
* Lane
* Monster
* Tent

Originally all the events were on a single card but that was because it would have been an extra 5 decks otherwise.

The events were completely random:

* Increase/Decrease glory
* Do nothing
* Restore/Decrease HP
* Lose a turn
* Transport player
* Force battle
* Give/Take item

**What can be added for digital**

Depending on difficulty maybe we could add a custom card creator so players can make their own cards (only for single player though).

Depending on difficulty maybe add a custom board creator so players can design their own board. (Only usable in single player and private matches.)

**Potential Changes**

* Some kind of character building (typical RPG stats maybe)
* Players can only intervene in attacks if within a certain number of spaces (2?)
* Global events? (Events that happen randomly as the game plays and effects everyone)
* More varied board (Not just a square with corner areas)
* Maybe heroes have their own kind of specialties (extra strength, lower defence kinda thing)
* Change HP to 10 and instead of 5 \* difference, just do difference for simplicity.
* Maybe change battles to more than 1 turn so a monster would have health, defence and attack. Battles go until someone is dead?